

PC GAMING

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CHEATS • HINTS • TIPS

STRATEGY GUIDE

DOMINATE

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might & magic VI



THE X-FILES



MECHCOMMANDER

FROM THE EDITORS OF
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Fallout

2

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28 SHOGO

We break down the weapons, show you how to beat the baddest bosses, and reveal exclusive maps for the critical final levels of this hot anime-influenced 3D shooter!



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40 NEED FOR SPEED III

Putting the pedal to the metal is a lot easier after you check out our handy guide, complete with track shortcuts, tips on driving in the dark, and more speed than a mere mortal should experience.



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48 MIGHT & MAGIC VI

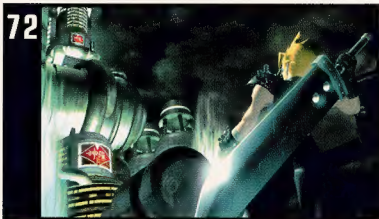
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58 MECHCOMMANDER

Yes, it's complicated, and the interface could be better; but dammit, this real-time strategy game is more of a *real* Mech game than most of the so-called sims out there. So, we've crafted this guide to make your next game a Big Bot experience to remember:



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72 FINAL FANTASY VII

Everything you ever wanted to know about breeding Chocobo, meeting wannabe vampires, and polishing your Ruby and Emerald Weapons. You'll never want for materia again.

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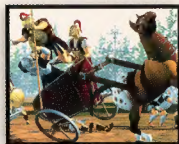
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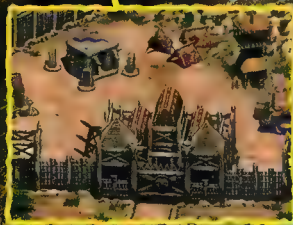
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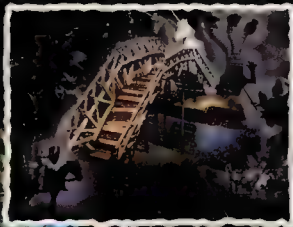
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ACTOR

Can't flub my lines again or the director said he'd turn me over to the lions! I say, "Et tu, Brute?" No, that's not right. "Et tu, Brute? Bileh?" Arghhh!

VINTNOR

Look at this! I've got grapes rotting, the wine! With the shipbuilders on strike, I can't ship my wine to the rest of the Empire. My warehouse is full, and boy do I have a hangover.

GLADIATOR

I've got to get to the Temple of Mars to make a sacrifice before tonight's contest in the Coliseum. I think I'm losing my touch. Last night the lions nearly took my head off! If only I hadn't missed that last lesson at the Gladiator School...



"I FIND MYSELF
CONTINUALLY DRAWN BACK
TO THE GAME TO TRY
JUST ONE MORE
TACTIC... TO PARAPHRASE
SHAKESPEARE'S ANTONY,
'I COME TO PRAISE
CAESAR III'.

— JOHNNY WILSON
COMPUTER GAMING WORLD

CITY AWAITS!

SOLDIER

March, march, march... Got to keep on the lookout for the Barbarians. Oh yeah, and Rome has it the Carthaginians may be on the move again. Wait! Is that a camel over there?

PRIEST

I don't know what the world is coming to these days. Young people run wild in the streets, forgetting all about the gods. I don't know where I'm going to find enough Vestal Virgins this year.

CAESAR III

BUILD A BETTER ROME

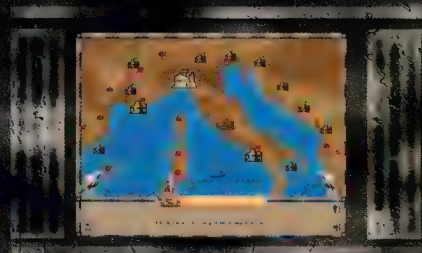
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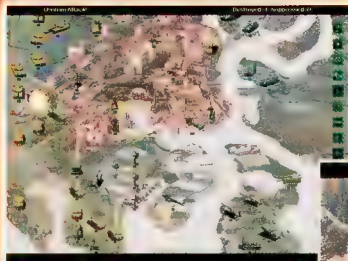
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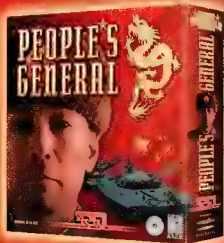
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Winter 1998/99

>chatmode All Cheats Are Not Created Equal

Your Cheatin' Heart



“
Yes, all games
cheat. And as a
result, you
shouldn't feel
guilty.”

Every game cheats in some way. Now, before any game designer reading this immediately starts composing heated email replies to me about how such-and-such game that he or she brilliantly (and modestly) designed is the most realistic, most enjoyable, and most fast-paced game ever—with nary a cheat in sight—take a deep breath and bear with me for a minute.

There are different kinds of cheats, some better than others. When SID MEIER'S CIVILIZATION burst on the scene in 1991, the game was universally hailed as the deepest and most addictive game ever. Eventually, however, enterprising gamers managed to peek behind the curtain and discovered, to their horror, that CIV's AI was sailing its titmores across the vast oceans in a manner that would have made Thor Heyerdahl (of *The Ra Expedition* fame) seasick with envy. Since human-controlled titmores have trouble sailing outside of Archimedes' bathtub without sinking, gamers felt a bit ripped off. Amidst the cries of “Sid, how could you do this to us?” and the like, most gamers, once apprised of the cheat, simply resolved to upgrade their titmores to sea-going vessels earlier in the game, thereby negating any computer player advantage.

Even with the advantage of hindsight, it's hard to criticize Sid Meier. Really, he should be complimented for having the guts to put a cheat in CIVILIZATION that actually enhanced the competitive nature of the game because it meant that, even if your civilization was isolated on an island, the super-titmores would allow AI civilizations to make contact with your civilizations earlier in the game. And when you consider that the rest of the AI routines played it straight—they couldn't peek inside your cities, for example—the entire package is pretty impressive for something you could play on a 286.

Does this approach always work? Of course not, since it requires a degree of finesse and a sense of timing that not all design teams possess. AGE OF EMPIRES, for example, tries to make up for its lame single-player mode by having all the computer players gang up on the only human, regardless of what the situation might be on the rest of the map. And while I can't prove it, I also suspect that the AI somehow “knows” where that solo human might be (another reason I'd much rather play AGE multiplayer, where it really shines).

On the other hand, AGE OF EMPIRES (like most games these days) has a load of aboveboard cheat codes that are alternately devious, irritating, and even silly—but they are all fun and add a load to replay value. This is especially true for the gamer who wants to finish with a game and get on to something else. **When you put cheat codes at the gamer's disposal, he suddenly feels as though he's playing the game,** instead of the game toying with him.

For all their altruism with codes and Easter eggs, however, game designers still rely too often on crutches. If I'm playing a strategy game in a medieval or fantasy setting, it's reasonable that the fog of war will be pretty thick. But when I play one of these near-future games in which, despite spacefaring technology, I don't know that there's a stream 100 yards from my camp...give me a break, guys. I can get reasonably accurate satellite photos of isolated trails in Botswana off the Internet right now.

So, yes, games cheat. Not all the time and not always egregiously, but they do, whether it's by subtly enhancing the to-hit ratios of the AI baddies, by limiting where you can save the game, or by deliberately withholding needed information.

As a result, you shouldn't feel guilty on those occasions when you have to type in a cheat to get past an excruciatingly difficult level. It's why you should take advantage of Scorpius's hints: **when you're trying to find that last damned pixel that holds the crucial clue in THE X-FILES** (see the article in this issue). It's why you should gleefully type in all the in-house codes in our >godmode section, if only to enjoy the enhanced player antics from FIFA WORLD CUP 98. Just imagine the look on your opponent's face when you show him that you've mastered the use of paratroops in THE OPERATIONAL ART OF WAR. Well, what are you waiting for? Turn the page for the secrets that'll let you march along the road to victory! ■





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Age of Empires



With the AGE OF EMPIRES EXPANSION PACK: RISE OF ROME ready to ship, we thought it would be a good time for a comprehensive list of AOE cheats for less-than-scrupulous Caesars. Enjoy.

Code	Effect
BIG BERTHA	Heavy catapults have greater range and damage
BIGDADDY	Get a cool car with a rocket launcher
BLACK RIDER	Transforms horse archer into a black rider with 60 hit points and 8 attack (when the black rider is killed, it will turn into a heavy catapult)
COINAGE	You receive 1,000 gold
DARK RAIN	Transforms composite bowmen into stealth bowmen, which look like trees while standing still
DIEDIEDIE	Everyone dies
E=MC2 TROOPER	You receive a futuristic trooper who fires nuclear missiles
GAIA	You can control animals (but you lose control of your humans)
FLYING DUTCHMAN	Juggernauts turn into flying dutchmen
HARI KARI	Spectacular suicide
HOME RUN	You win the scenario
HOYOHYO	Priests get lots of speed and 600 hit points
ICBM	Ballistics get 100 range points
JACK BE NIMBLE	Catapults fire peasants who then do somersaults as they fly through the air
KILLX	Where "X" is other player's position (1,2,3,4,5,6,7,8)
MEDUSA	Transforms villagers into medusas
NO FOG	Removes the fog-of-war
PEPPERONI PIZZA	You receive 1,000 food
PHOTON MAN	You receive a 'nuke trooper' (a guy with a laser gun)
QUARRY	You receive 1,000 stone
RESIGN	You resign
REVEAL MAP	Reveals all of the map
STEROIDS	Buildings are instantly built
WOODSTOCK	You receive 1,000 wood

—Terry Coleman

FIFA World Cup '98

While in the player edit screen, change any player's name to one of the codes below to activate the following cheats:

dahdohdoh	Crazy ball
johnny atomic	Take a dive
xplay	Hot potato
urlofus	Invisible walls
eat rocks	Big-head mode
fisty	Silly moves
zico	Enable classic match from '82
hurst	Enable classic match from '82, '74, '70, '66
city	Crowd leaves
kenny	Flaming ball
gabo	Big heads
kyte	Skeleton players
cartman	Take a dive
gonzo	Hot potato
mrkat	Crazy ball
powder	Silly moves
neila	Alien mode

Castrol Honda Superbike World Champions

Of the admittedly few motorcycle racing games available for the PC, Intense

Entertainment's CASTROL HONDA SUPERBIKE WORLD CHAMPIONS most realistically conveys the feeling of controlling a real bike on a real track at very high speeds. Granted, it doesn't quite sport the terrifying reality of say, a NASCAR RACING 2, but there's plenty enough sim here to test the will of any racer. Here are a few tips to transform you from an average rider into a feared front-runner.

1. A superbike is a momentum-based, rhythmical thing, and you must learn *every* nuance of a given track before you can be successful on it, including exact turn in and brake points. This way, you can also ignore directional and brake indication aids, both of which can be late or misleading.

2. A twitchy joystick is not the ideal instrument for controlling a twitchy bike, and it certainly doesn't help when you have to move it forward, backward and side-to-side. So, in lieu of PC handlebars, get thyself a steering wheel & pedal set.



3. Even in ace mode, a good start can snare you some positions by the first turn. While in neutral, give it some juice—about 2/3 up the powerband—and hold it there until the starting lights dim. Then, shift immediately into first gear and gun it. If you rev too high you'll have wheelspin; too low, and you'll come out like a slug.

4. The preceding advice also applies should you have the misfortune of coming to a stop while racing. There's just one *fast* way to get motoring again, and that is by duplicating your starting procedure.

5. As an added measure against slow mid-race start-ups, apply moderate throttle if you go off-course, keep the speed up and quickly turn to get back onto the pavement.

6. If you're too deep into a given corner with brakes locked, feather the brake to unlock it and then try steering through the turn—this approach has saved my bacon too many times to recall.

7. If you want to add a little flash to your run, wheelie the bike by accelerating hard in first gear, and lift the rear wheel off the ground by braking hard to a standstill. Neither trick will help you win, but at least you'll look cool in defeat.



8. It's not well described in the manual, but you do have the choice of two bikes (numbers 2 and 3, selected from the Bike Setup menu), both of which can be used for mechanical experimentation and racing. This effectively gives you one qualifying and one race setup for each track,

though you should make separate notes (yes, with a pen and paper) of each alteration and how it performed *before* you modify again.

9. Speaking of the garage, I nailed a pretty dangd fast 21.02-second lap time at the Motegi oval by putting Hard Compound A tires all around and setting my gears to Sprocket Set 5.

10. Multiplayer racers in particular will be interested to know that SUPERBIKE does have its shortcuts. You'll find one at the Allerton BP circuit just at the end of the pit lane on the left, and another on the North Allerton village circuit just before the hairpin and to the left. Both shave valuable seconds off your lap time, though you will be hit with a stop-and-go if penalties are turned on.

Don't fret too much if you can't wax the competition through a season of Professional or Ace

racing. Instead, take solace from the fact that the game has indeed been designed to make such an event an extreme hardship, and consider a championship even at the Amateur or Semi-Professional levels a true accomplishment. —Gordon Goble



If you're feeling a little too "buttoned down" in I-Magic's latest tank sim, these tips should offer some relief.

Fighting Positions

Except for firing the machine gun, everything that can be done from the driver's seat and commander's cupola can be done from the IVIS and the gunner positions, only better. Go to the IVIS' mission plot map to take stock of your force and get initial deployment. Stay there until the first target appears. Then switch to the gunner's position and use the machine gun magnification. After taking out

Spearhead

the first target, switch to the driver's position and use the machine gun magnification. After taking out



If a city that you've just captured has over 300 gold, you should consider pillaging—provided that the city's sack and pillage values are the same. If you have to rebuild the city, you will still turn a profit (except for castles/strongholds). You won't lose any troop production while pillaging, since the city doesn't have any units you can currently produce.

Warlords III: Darklord Rising

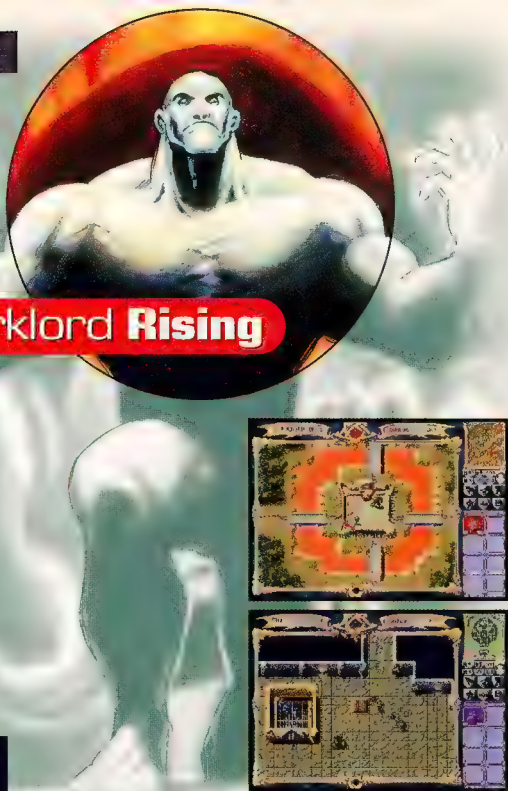
If you've taken a city as the result of a quest, consider building it up one level before accepting a quest in that city. As you can get only easy quests at a village, building up just one level will give you access to the more lucrative average quests.

Select a hero stack and hold down shift while hitting a number key (0-9). The next time you want to go to that hero hit the number you chose to select and center on that stack.

If you're trying to stretch points to get that perfect army list, turn off the ability to sell items. If you feel the urge to sell even the most lowly magic item, pass it on to a less experienced hero instead.

Whenever you have the chance, boost your units' hit points to four through spells or artifacts. Not only are they tougher to kill, but they also become immune to missile fire.

—Samuel Baker II



The X-Files

It's hard to fight the future with a lack of hard evidence, but it's even worse when you have to struggle with only three save-game slots. In true Lone Gunman fashion, however, there is a work-around hack: On the menu screen, click on either **Save** or **Load** and make sure that you simultaneously hold down the **Shift** key. Instead of seeing the normal **Save/Load** screen, you should get a standard **Windows Save-as** or **Load** screen. When you



save, this method will automatically put in the right file extension, which you can later load at your leisure.

—Thierry Nguyen

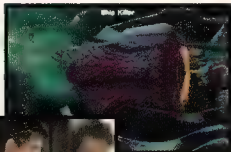
Wing Commander Prophecy

Even if you've finished the original, these tactics still make good sense for the add-on missions, which are available online.

Enemy Mantas are heavy fighters, meaning they can dogfight and carry capital-ship-killing torpedoes. Always go for Mantas first in any mission, especially the red ones, as they carry torpedoes.

When playing a mission that requires defending something, pull up the Navigation map with **Ctrl-N** and target the ship you're protecting. The red lines indicate who is attacking the targeted craft, often showing you the specific enemy fighters on which to focus.

When making runs against the alien capital ships and their turrets, make sure to take advantage of auto-sliding. That way, you can maintain your direction and speed, and still keep your sights set on your target. Make sure while auto-sliding to go around your target, rather than attacking it head-on. —Thierry Nguyen



(With apologies to A.J. Cartwright theorists.)

THE GAME

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would have

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HAD HE UNDERSTOOD REAL-TIME

deformation and tessellation

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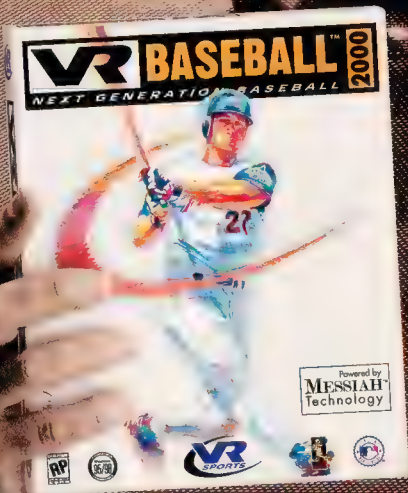


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>codes

Army Men

Aeroballistics Adds full air support.

Invulnerable Makes Sarge indestructible.

Occultation Stealth mode (Sarge won't be spotted unless he shoots).

Omniscient Toggles between normal soldier view and omniscient view of all troops.

Paralysis Pins foes in place.

Plethora Fills you up on ammo.

Pyromancer Toggles night-bution explosion.

Triumph Wins the scenario outright.

ATF NATO Fighters

Press **Right Alt + Right Shift + Right Ctrl** at the main screen. You may now select any plane and edit any mission.

Black Dahlia

LADYBUG Opens first of three safes (leftmost) in treasure room.

KEYPUNCH Opens second of three safes (center).

GEAROLL Opens third of three safes (rightmost).

ROCK33 Solves rock puzzle in Scribe's Chamber.

BLOCKHEAD Solves slider puzzle in the Sergeant at Arms' chamber.

TEMPLE Solves temple pillar puzzle.

GEMSTONE Assembles bag of runes in correct order.

BOXTOP Opens Winslow's luggage on train.

CANDYCANE Opens cane from antique shop.

TELEPORT Assembles

telegrams from Al King's trash.

PEEPER Solves telescope puzzle at King's.

BONGOS Solves cuckoo clock puzzle.

Cricket '98

sarf Gives you strange bowling effects.

starwa Gives you really fast runners.

Deer Hunter

dhbuck Adds 15 points to the last buck you killed.

dhbuckdown Deer won't run when you shoot.

dhrambo Increases shot accuracy.

Die by the Sword

For a totally different feel in Interplay's latest, try the following cheat: Hold down the **Shift** key and type **lunar**.

This puts both you and the creatures you face into Lunar Gravity Mode, where you can all jump around like Apollo 11 astronauts. This mode isn't necessarily easier, but it is fun.

For a real-time strategy game,

COMMANDOS sure resembles a puzzle game in its approach to mission design, in which you often face the same problem over and over again. These tips should help you overcome some of the most common problems.

Commandos: Behind Enemy Lines

Watch for roving patrols.

The easiest thing in the game is taking out individual sentries, as anyone can sneak up behind a lone soldier and take him out. However, this becomes vastly more difficult when there are machine-gun patrols in the vicinity. Even if they don't spot you, they will frequently investigate missing sentries. My favorite way of dealing with a patrol is through an ambush. Set up all of the members of your unit in a hidden location with their pistols out. Use a dead body, the Green Beret's decoy, or your own footprints to lure the patrol around a corner, then shoot them as they appear one by one. If Inferno is present, you can also use his bear trap to reduce the odds by taking out the first guy past the post.

Stop the noise! A crucial component of success in COMMANDOS is knowing when you can make a lot of noise and when you can't. Don't be afraid of raising an alarm as long as it's away from the main objective and any buildings housing more soldiers.

Bombs away! If you're worried about a barracks, plant a bomb or barrel near the door before everything hits the fan. Then when the shooting starts, detonate it to remove the problem. The Germans generally exit quite slowly and one at a time, so you should be able to solve your primary problem first, then blow the building and make your escape.

Make them come to you. When faced with a wide-open space that is covered by multiple lines-of-sight, consider making some or all of the Germans come to you. Again, you can use a decoy or body, but if the sentries are a long way away, you may want to have one of your commandos stand up to get their attention, then duck before they can shoot and crawl under cover. It goes without saying, however, that you should have a plan for wiping out the soldiers as they approach.

Use your environment. Nobody—not even your own soldiers—pays much attention to the hazards posed by oncoming trucks, trains, or other vehicles. You must be careful not to leave your people in the middle of a road, obviously, but you can lure inquisitive Germans into the path of highly lethal vehicles.

After beginning the game, type 19B2G0N20, then type one of the following:

SHIFT+X teleport selected commando to chosen location

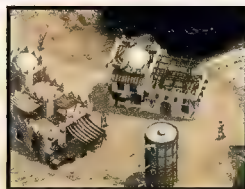
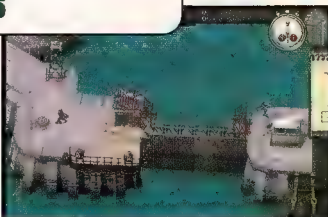
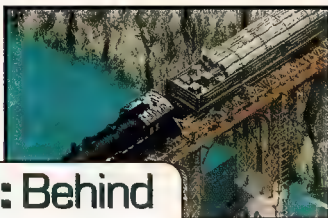
SHIFT+N All objects in your field of view are displayed

SHIFT+CTRL+N Jumps you to the next mission

CTRL+I Your commandos are now invulnerable

Don't clean the board.

Keep focused on your objective. In most missions you don't need to kill all, or even most, of the German defenders. For instance, you can isolate large portions of defenders by blowing up a bridge, dam, gate, or other structure, sealing them off from your troops. —Tim Carter





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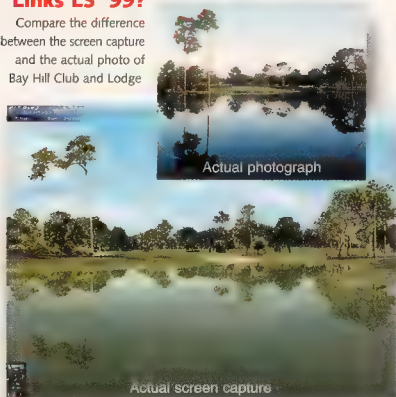
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Compare the difference
between the screen capture
and the actual photo of
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>codes

Forsaken

At the start menu, type:
bubbles Activates cheat mode
 Then type the following codes:
thefullmonty Activates level
 switch capability
jinbeanthis Activates beam
 toggle
iamzeus Activates godmode
lumberjack Activates missile
 toggle

G-Police

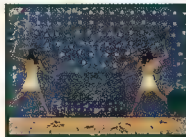
benihill Benny Hill cars
pantalon All secret missions
 (in training menu)
stattoe In-game info
supacam Enemy camera
woowoo Havoc sirens
doobies Infinite shields*
mrlicky Infinite weapons*
madgav Level 1 warp
dolman Level 2
sonagav Level 3
aceduf Level 4
jojogun Level 5
wenski Level 6
saeggy Level 7
mazman Level 8
dazman Level 9
delucs Level 10
andoooo Level 11
kimbchs Level 12
andymac Level 13
yerman Level 14
ollieb Level 15
theyolk Level 16
tonymash Level 17
andycrow Level 18
bionic Level 19
tslater Level 20
iainthod Level 21
jonritz Level 22
clairec Level 23
stevebot Level 24
angusf Level 25
euanlec Level 26
edfire Level 27
stubbomb Level 28
thonboy Level 29
jimmac Level 30
pugger Level 31
rosso Level 32
cakeboy Level 33
niknak Level 34
saglord Level 35

* Using these codes prevents you
 from progressing past the current
 mission.

Get Medieval

mpkfa Activates godmode
mppos Gives global position
mpips Shows frames per second

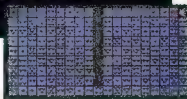
Jewels II: The Ultimate Puzzle



Mazes

Numerical

Your object in the
Mazes Numerical puzzle is
 to move from the dark
 square to the gold one.
 You can only move as many
 spaces as indicated on the
 square you're currently
 occupying. The easiest
 approach is to work
 backward from your final
 objective and plan out the
 path before you even take
 your first move. If you
 don't want to do that, at
 least think about three or
 four moves ahead before
 you move to avoid getting
 stuck in loops you can't
 get out of again.



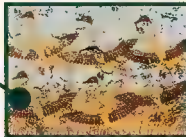
Decoding the Final Puzzle

To open the door behind
 the professor's office, flip
 through the cipher tables
 to decode the runes on
 the door.

You're searching for rune
 pairs that look like this.
 Find six such pairs coded
 for by the runes on the
 door and you have the
 solution to this last puzzle.

Picture Puzzles

Working nearly blindly on
 the Picture Puzzles can be a
 headache. Remember the
 maxim that a picture is
 worth a thousand words and
 use these pictures to guide
 your work.



Layers

The difficult part of the
Layers puzzle on the
 second floor is getting
 the spacing right
 between the two lower
 pieces. Start them at
 about one-half
 centimeter apart and
 then adjust the spacing
 by tiny amounts until
 you get it right.



Unilateral Triangular Symmetry

The solution here is to leave a space near the center of the tri-
 angle. Observe the network of
 black lines to determine
 where to place the pieces.



Runes

Solving *Runes* requires
 six rune keys, where each
 key is made up of a triad of
 runes. For each key, rotate
 the puzzle's wheels to line
 up the right set of runes
 along the vertical axis.

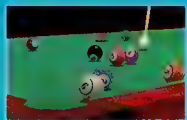
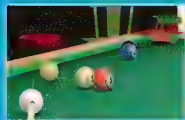
The keys to the *Runes*
 puzzle are in the journal in
 the *Mazes Numerical*
 chapter. Make the keys in
 the order shown.



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>codes

Incoming

Key	Result
F2	 Easy Shoot
F3	 Invulnerability
F4	 Infinite lives
F5	 Infinite weapons
F6	 Smart bomb
F7	 Quit
F8	 Stores current situation
F9	 Reloads stored situation
F10	 Frame rate on/off
F11	 Restart

Jedi Knight: Mysteries of the Sith

Press it to get the cheat console, and type in the code for the desired effect.

iamagod	Uber-Jedi; you get all Jedi powers
diecidie	All Weapons
gimmestuff	Full Inventory
gameover	Skip current level
statuesque1	Disable AI (freezes the enemy)
trainme	Force Level Up
freebird	Fly Mode
boinga1	Toggles invulnerability
trixie	Refill Force Power
cartograph	Show Full Map

Jetfighter III

Type **Ctrl+W** during any dogfight to instantly destroy any airborne target (you won't get credit for the kill)

MAX 2

During the game type the following (don't forget the brackets):

[maxspy]	Enables you to see all enemies (including animals)
[maxstorage]	You get maximum raw material
[maxsurvey]	You can see all deposits on the map
[maxsuper]	Maxes out highlighted unit

X-Car: Experimental Racing

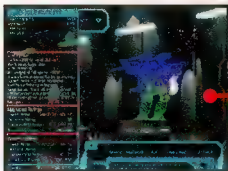
Ctrl-shift-F8	Map color
Ctrl-shift-F9	Repairs damage
Ctrl-shift-F10	Clears black flag

X-COM INTERCEPTOR

First, press **CTRL+W** to activate cheat mode. When you hear the low double beep tone, type in **battlecheat** to enable in-flight cheats

Then type **canttouchthis** for invincibility, or **fillerup** for unlimited flight range.

Cyberstorm 2



The biggest choice in the game is whether to play turn-based or in realtime. Still, there are certain general principles that will help you regardless of which style of play you prefer:

Use terrain wisely. High ground gives you offensive and defensive bonuses, and obstacles not only give cover, they also can channel attacking units into a narrow zone where your entire force can fire on them one at a time.

You are likely to meet superior forces at many points during a campaign. Make sure your units are fast enough to run away in the face of overwhelming firepower. A running battle can stretch out the enemy, allowing you to take on his faster units first, and then the slowpokes later. When you are in a position to destroy a strong enemy unit, make sure that your second and third units fire through shields that were overloaded during the first attack.

Many bigger HERCs start the game vastly underpowered and relatively immobile. Upgrading is essential if these big boys are to survive on the battlefield. —Tim Carter

Our operatives have penetrated the Dynamix security system to bring you the following codes for CYBERSTORM 2. They betray a sense of humor at the expense of big corporations. First, edit your **storm.ini** file, then use the cheat codes (listed below). —Terry Coleman

Herchase Cheat Codes

Code	Result
As Good as it Gets	Max-O-Repair
CUC	Get Mega credits
He Who Dies With The Most Toys	Gain all technologies
Home is where the heart is	Max-O-Facilities
I'll Buy That For A Credit	Get 1 credit
It was nice while it lasted	Go back to normal technologies
Mo money	Get 10,000 credits
Must have!	Max-O-Chassis
Too much wheat	Get 100,000 credits
Will work for credits	Get 1,000 credits
You may have already won	Get 1,000,000 credits
You da man	Max-O-Commander (Tech + Credits + Facilities)

Battle Cheat Codes

Code	Result
Death to all who oppose us	Crush all enemies
Did I break your concentration	Touch 'o Death (one)
Feel my wrath	Restock selected vehicles
Fly Away	Get Mega turn-based move points
Freaky Friday	Become another player
Go Go Power Ranger	Reset selected units
It's just a flesh wound	Repair selected vehicles
Let there be light	Fog-of-war changes
Let there be light v2	Fog-of-war: godlike
Tarsus	Heal selected pilots
That must hurt	Touch 'o Death (many)
There can be only one	I am invincible!
Vengeance is mine	Get Mega turn-based action points

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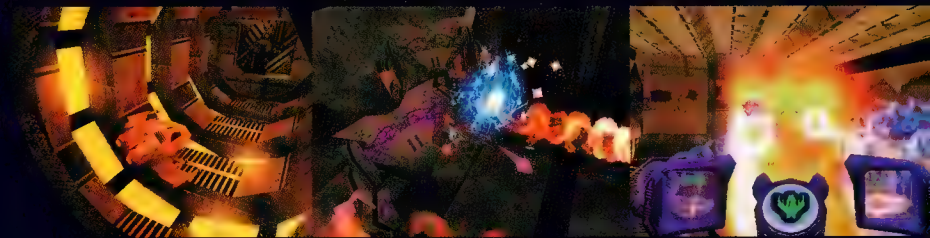
SoftwareForPCs.com

DESCENT

TURN YOUR W

FOR MORE INFO,

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MERCILESS WEAPONS

From the Flame Thrower to the Black Shark, show no mercy as you crush enemies, set them on fire and watch them suffer.

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All objects have mass, velocity, moments of inertia, and other real-world properties. Blow off a robot's arm and watch it bounce off a wall and fall to the floor. Launch a missile and see your enemies rocked back from the blast impact.

USING ME TECHNOLOGY

ENT 3

OLD INSIDE OUT

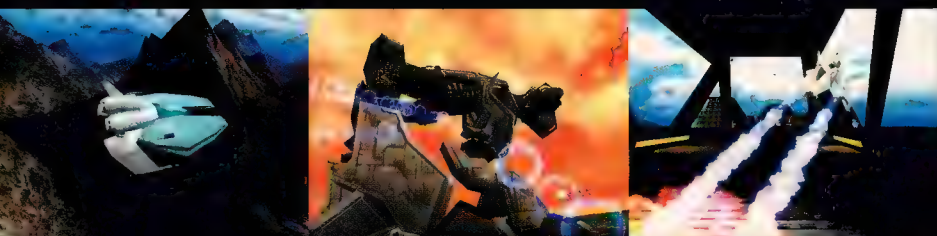
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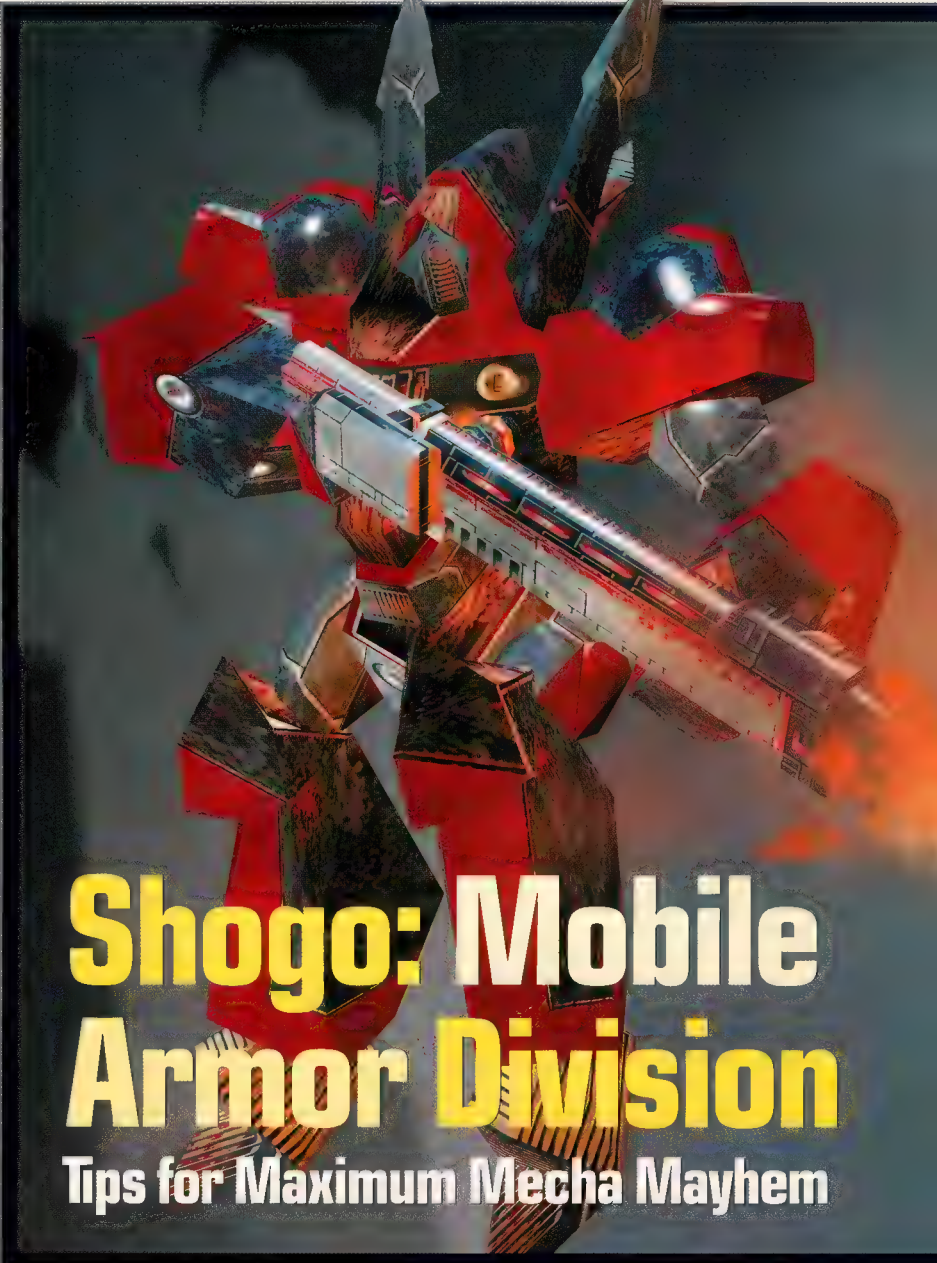
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Go to #067 @ www.computergaming.com/infolink



Shogo: Mobile Armor Division

Tips for Maximum Mecha Mayhem

by **Thierry Nguyen**

Rocket jumping is a no-no. Unlike in other first-person shooters, rockets do the

RAM IT As you can see in this series, just set up the run, and fling yourself at full speed without flinching to make it through alive.



...the first thing he saw when he woke up before the
nuns get all over you.

Honorable Duels

SHOGO is scattered with a few bosses, big and small. Here's a quickie guide to ways of taking them out. Since these are bosses, there are spoilers here, so be warned!

Samantha Sternberg:

She's actually more like an annoying mini-boss that pops up once in a while. You can usually take her out easily, and take her gear (which is usually a Juggernaut). The one time when there may be trouble is when you're on foot and she's in her MCA. No problem, just don't venture into the room. Her MCA is too big to fit into the hallway leading into her room, so you can shoot her from safety, since she'll have a hard time aiming at you in the hall.

Uziel:

Depending on which path in

the game you take, you'll meet him once or twice. Regardless, you will meet Uziel when you have to get out of Averus. He'll be on a platform and will block your way to the airship. He's always in a Predator MCA and will always use a Juggernaut,

so you'll need to take advantage of his bulk by maneuvering around him. Also, he never ventures off the platform, so you can hop off to take a quick breather.

If you go after the Fallen, then you'll meet him in

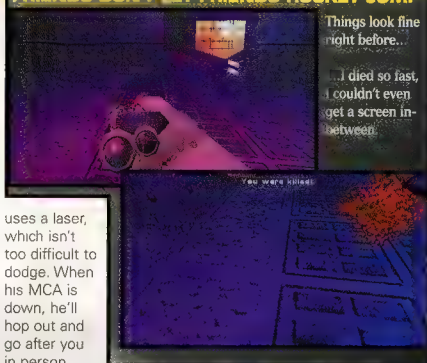
on-foot combat. You're fighting in a small elevator, so use explosive weapons with extreme caution. Concentrate on moving around and using the assault rifle to off him.

Ryo: No matter what,

you'll fight him. If you go after the Fallen, the fight is a lot easier, as he's the last MCA after you fight off a couple of spider MCAs. It's when you go against the

Admiral that Ryo becomes a problem. First, you're on foot, and Ryo attacks you in a Shogo Enforcer MCA. You need to use your superior maneuverability and hit him with as much heavy firepower as you can. He usually

FRIENDS DON'T LET FRIENDS ROCKET JUMP



uses a laser, which isn't too difficult to dodge. When his MCA is down, he'll hop out and go after you in person.

Treat him as if he's a buffed-up assault trooper, meaning that you should strafe around and hit him with an assault rifle, or perhaps with the energy grenade



Gabriel: He is the hardest boss of all. He's in an MCA that's always bigger than you, even if you're in a Predator. He uses only his massive energy saber, but it hurts, and he has a forcefield to boot.



You can break the forcefield only by hurting Cothineal, the one-eyed monster that's the source of the field. Shoot Cothineal in the eye (when

WITH WEAPONS LIKE THESE...

Following is a listing of all the weapons in SHOGO, the first time you get the gun (indicated by the name of the level), along with the weapon's good and bad points.

KNIFE

WHEN: You start the game with it.

GOOD: It never needs reloading. If you hit the enemy in the right spot, it can be lethal. Sunlight glints nicely off the blade.

BAD: For best use, you have to be way too close to your target. It's not even a Paul Hogan ("This is a knife!") blade.



PISTOLS

WHEN: You start the game with it.

GOOD: Decent firing rate. Twin handguns look pretty slick when you twirl them around after shooting.

BAD: You're not Chow Yun Fat in a John Woo movie. Try taking on guys with automatics with just these two peashooters, and you'll end up with more than a bullet in the head.

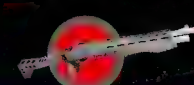


SHOTGUN

WHEN: A Familiar Voice

GOOD: It's got kick; it can even punch through the combat armor worn by the assault troopers you'll run into.

BAD: The fire pattern spreads out at a distance, so you need to be up close and personal for maximum oomph.



MACHINE GUN:

WHEN: Infiltration

GOOD: Rapid firing-rate. It never runs out of ammo because it's the standard firearm.

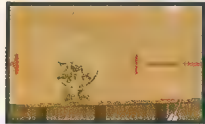
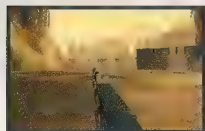
BAD: Because it fires so rapidly, it's actual hurting power is a bit low.



it's open) and you'll get a brief window (a few seconds) in which to hit the vulnerable Gabriel before Cothneal recovers. Repeat this process, and when Gabriel falls, so shall Cothneal.

Kill From Afar

The sniper scope is by far the most powerful weapon in this game. With it, you can make precise hits that hurt more than usual. There are times when you have the luxury of being able to set up a great shot, but such times are more frequent in multiplayer action than in single-player games. Most of single-player sniping is usually a matter of



In this scene, while the coast looks clear, a quick zoom shows one guard left. Tap him in the head and proceed onward.

MCA GUN MADNESS!

MELEE WEAPON

WHEN: Depending on which MCA you're using, you generally get this.

GOOD: It hurts a bit and uses no ammo whatsoever.

BAD: Do you actually expect to go toe-to-toe with another Mecha when you could just use a gun?

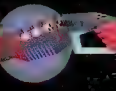


PULSE RIFLE

WHEN: Depending on which MCA you're using, you generally get this.

GOOD: Ammo is plentiful; it does decent damage and has a blast radius.

BAD: Your enemies have one, too.



LASER CANNON

WHEN: *The Ambush*

GOOD: It has a good range, packs a decent punch, and has a nice firing rate.

BAD: Ammo is a bit scarce, and it's a bit too easy for the enemy to dodge.



SPIDER MINE

WHEN: *The Approach*

GOOD: It does a nice bit of explosive damage, and it has a decent blast radius. Because it latches onto its target and then detonates after a few seconds, attaching one to an enemy ensures damage.

BAD: If you miss, you need to watch out to not be caught in the blast. This also holds for when your target runs toward you after getting the mine attached to him.



BULLGUT

WHEN: *The Approach*

GOOD: It delivers not one, but five missiles worth of death.

BAD: Over a wide area, the missiles tend to waver off course and end up elsewhere, so distance shots aren't as effective as medium- to close-range shots.



SNIPER RIFLE

WHEN: *The Approach*

GOOD: It fires rapidly, has plentiful ammo, and has a sniper scope (press 5 twice). It's a great all-around weapon.

BAD: Out of scope, the normal bullets aren't as powerful as when you're zooming in.

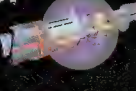


JUGGERNAUT

WHEN: *The Storm*

GOOD: A powerful plasma blast that makes a neat explosive energy effect on its target.

BAD: Ammunition is limited, and the resulting smoke could cloud your vision.

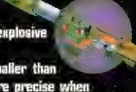


SHREDDER

WHEN: *Public Nuisance*

GOOD: It deals powerful explosive damage at a distance.

BAD: The blast radius is smaller than most, so you need to be more precise when you're aiming with it.

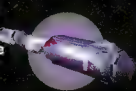


RED RIOT

WHEN: *The Hidden Fortress*

GOOD: A sphere of nuclear death, with a large blast radius to boot.

BAD: If you miss and you get caught in the blast radius, make sure you have a save game handy.

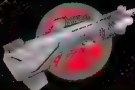


ASSAULT RIFLE:

WHEN: *Infiltration*

GOOD: Just about everything. The assault rifle has a sniper scope for more precise kills (press the 5 key twice); it fires fast and loud; it chews through enemy armor and it eats through flesh. It's the best all-around gun.

BAD: The enemies like this gun as much as you do, and they use it just as often, if not more.

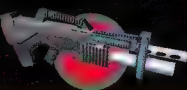


ENERGY GRENADE

WHEN: *Rescue Attempt*

GOOD: A blast of sheer concussive damage that sends body parts flying if they are in close proximity to the blast. Only tough guys in assault armor live to tell the tale.

BAD: It has a small blast radius, so you need to be pretty much on-target. And if you're too close, you'll feel the pain.



KATO GRENADE:

WHEN: *Maritropa Slums*

GOOD: Complete and utter annihilation, as this grenade will even burn your enemy's shadow into the ground.

BAD: If it didn't hit the target dead-on, the grenade bounces. If you're not on target, it may bounce back and explode near you.



TOW

WHEN: *A Familiar Voice*

GOOD: About as powerful as the Kato grenade, the TOW fires in a straight line (no bouncing) and has a decent blast radius.

BAD: The TOW has a slow reloading rate, and the rocket hurts you as much as it hurts them if you're too close.





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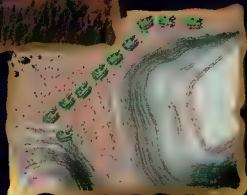
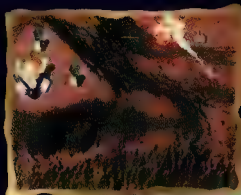
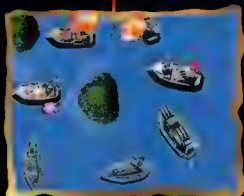
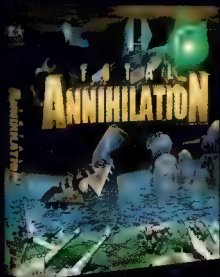
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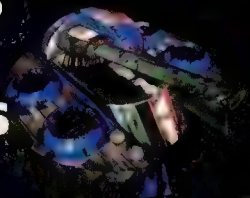
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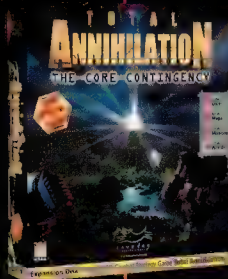
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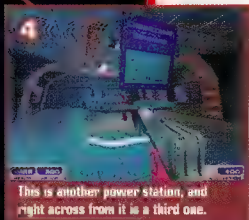
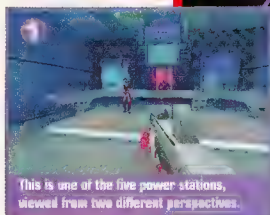
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THE BELLY OF THE BEAST

Shown here are two cutouts of the first level aboard the Leviathan near the end of the game. These are here to give you a basic overview of the level, and we've highlighted some important spots to give you some bearings.



seizing an opportune situation as it comes up.

The most common opportunity for sniping is when you turn a corner and spot enemies who haven't spotted you back. What you then do is stop moving, and hit your zoom-in key ASAP. Quickly line up your sight on the enemy's head

region, and snap off a few shots.

For multiplayer, the best places to snipe are in the city levels when you're in MCAs. Some of the rifles are placed near areas of total darkness to snipe from, and people often forget that buildings have ledges from which other players can easily pick off targets ■

MISCHIEVOUS MCAS AND SINISTER SOLDIERS

The enemies tend to be your average first-person-shooter fare, but a few of them have weaknesses that can be exploited. Here's a basic guide to the enemies:

ON FOOT:

You'll meet two kinds of enemies: **armored soldiers** and **unarmored soldiers**. The basic difference between them is the amount of damage they can take before going down. Otherwise, they're identical in terms of armament and fighting style. Though, one interesting fact about them is that the critical hit area for the armored troops tends to be on their left sides (your right if you're facing one head-on).



IN YOUR MCA:

One general technique applies to all the enemies here: Aim for the head. For just about every MCA model out there, the head is still the best shot, because it either results in a critical hit, or simply an instant kill even without a critical hit. Some specific hints about certain MCA-makes follow:

THE "GRUNT" MCA

These MCAs come in many flavors, but they all boil down to a run-of-the-mill MCA with nothing terribly special about them. If you have the time and distance, taking headshots with the zoomed-in sniper rifle is your best bet. Otherwise, use whatever low-to-midpower weapon you want. No need to waste heavy firepower on these guys.



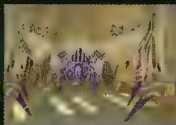
THE "THIN" MCA

These are built like the normal grunts, except they have a thinner body frame. Because of this thin frame, they're pretty much the fastest of all the bipedal enemy MCAs. What you need to use is an explosive, area-effect weapon like the Bullgut, the Spider Mine, or the Juggernaut on them. Their heads are smaller than the other MCAs', and this small head is hard to get a good sniper shot on if the MCA starts moving.



THE "SPIDER" MCA

These guys are fast and maneuverable. And they're low to the ground, so you need to be more precise with your aim when firing on them. Either blanket them with an explosive-effect weapon or learn to shoot low while catching up with their maneuvers.



THE "WINGED" MCA

This is the toughest MCA you'll meet. These bad guys are used only in the last few levels of the game, and even their heads are well armored. Sniper shots to the head won't immediately put them down. What you need to do is take a heavy weapon like a Bullgut or a Juggernaut and pummel them with it ASAP. Don't try to waste sniper shots on him.



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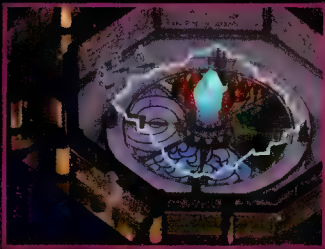
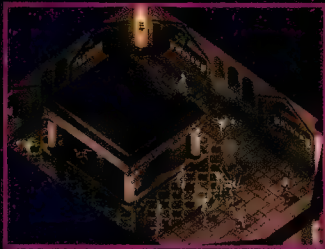
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SPEED KILLS



Putting the Pedal to the Metal in NEED FOR SPEED III

by Gordon Goble

One day when I was very young, my father and I took a trip down to the local lumberyard. As we drove home, the load of wood we'd so carefully placed upon the roof rack decided to make a break for freedom at 30 mph. With no place to pull off the road, my dad stopped the car immediately and, with the aid of a burly pedestrian, began clearing up the mess.

This situation angered the driver immediately behind us, who, temporarily trapped until traffic passed in the next lane, honked his horn. He honked again half a minute later and once more even after the traffic had cleared. At this point, Mr. Burly

Pedestrian decided enough was enough. He walked over to the jerk's car, flipped open the hood, and, with mechanical precision, tore out the battery wires.

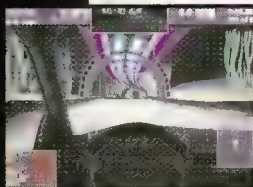
There was the predictable ensuing argument and, as I recall, some legal recriminations thereafter, but it still remains one of the coolest things I've ever seen.

Sadly, horn murders are not part of the NEED FOR SPEED III (NFS III) formula, though one drive among these blowhards will tell you they should be. Nobody tears through precipitous width-deprived roadways at 150 mph-plus in real life, and a real high-end Jag or Lamborghini doesn't feel quite this wild. Yet NFS III does require a more realistic approach than the typical arcade driving game. So, rev up your winning chances with the following pointers.

Before You Drive

A joystick beats a wheel. Yeah, I know, any PC driver fortunate enough to own a decent wheel/pedal unit will surely want to use it with their shiny new copy of NFS III. But I've found that a winning drive usually consists of hundreds of feather light but snappy movements, an approach that just doesn't suit the wide throw of a beefy wheel. I've tried all manner of peripherals, but keep coming back to my relatively basic Flightstick in the end.

A manual transmission is the only way to run. This is a given in most racing games because manual gets



■ **NIGHT RACING** Vertex headlights (left) are the obvious choice over projected headlights. Even some daytime races have their dark side, and though headlights won't work before dusk, you can always adjust your monitor brightness and contrast.





■ **CLEAN IT UP** Sure, it's a cool effect, but I always switch the dust off in the graphics menu.

you up faster than an automatic transmission. But it's even more so in NFS III, where awesome power and massive weight must be temporarily constrained as you're funneled from wide open freeway to horrifically narrow chicane and back again in just a second or two. S'm' y, downshifting gets you down faster for those temporary hills than do actual brakes.

The cockpit view is the only view. The game is realistic enough and the car weighty enough that any exterior view will leave you lacking the pinpoint control so necessary through the game's slalomlike sweepers and tight chicanes.

Low or no visual effects are good visual effects.

Now, this is no knock on the overly graphic touches EA has installed in the game.

Instead, if winning is the priority, lowering the detail level means losing unnecessary perks that slow the frame-rate. Moreover, the smokeless and dustless environment that comes from low or no effects provides a far clearer view of upcoming turns, obstacles, and cars.

Monitor adjustments are within the rules. This NEED FOR SPEED is literally the darkest of the series so far, with poorly lit daytime sections and inky black nighttime environments. Adjust your monitor's brightness and contrast accordingly, and use vertex over projected headlights.

A Winning Setup

Custom setups are inaccessible in Tournaments and

Knockouts, but for one-off exhibition races and course record attempts, your best work often comes in the garage before you even hit the track. Here are some general rules.

Aerodynamics Less downforce means higher speeds but diminished handling. Adjust to the track in question.

Brake Balance If you like sliding the car, or you're driving a car that slides naturally, adjust toward the rear. If you prepare early for turns, adjust toward the front.

Engine Tuning Set up toward the high end if the circuit features a lot of straightaways and opportunities to really get your speed up. Set for the low end should the track be tight and twisty, with lots of braking or gearing down.

Gear Ratios Best toward the low end on virtually every track with virtually every car, since few courses allow the momentum buildup necessary to take advantage of big gears.

Steering Speed This is more pertinent to the car you're driving than the track you're racing. Adjust until it feels good.

Suspension According to NEED FOR SPEED III producer Mark Madland, "Suspension is generally better to the stiffer side—this is just the way the physics work." Who are we to argue?

Tires Always choose racing tires—unless you've defined weather as **on**, in which case you'd do much better to go with rain tires. Watch out, that track can get mighty slick! ■

CHOOSING THE BEST CAR

Though the NFS III Car Compare section may point you in the right direction, it can't be relied upon to pick the best car for a Tournament or Knockout, where one unmodified car must go all the way. For that, you need real-world (so to speak) experience. Granted, it's a subjective thing, but following are the cars I like best, divided into their respective categories. Garage modifications are not factored in, simply because you must drive a "stock" car through either season.

C Class

One thing is clear: There should be a D Class, and the Jaguar XK8 should be in it. Other than that, it's pretty much a race-off between the other two entrants, the Aston Martin DB7 and the Mercedes SL600. In the end, by virtue of its great handling and fast stopping, the ultra-smooth Mercedes gets the nod. And it still has enough speed to contend in Expert mode.



B Class

Unlike C Class, B Class cars are capable of some seriously frightening speeds, and a truly good car must be nimble enough to handle the power inherent to the category.

Though the Car Compare feature may say otherwise, there is no doubt that the Ferrari 355 F1 Spider is the class of this class. It is amazingly surefooted and stable, has acceleration to spare, and will toast every other B. In fact, on all but the top end-happy *Hometown*, it'll beat most A Classes as well. Heck, it's almost unfair.



A Class

Though the Lamborghini Diablo may carry the highest top end of the A Class, I defy anyone to show me where it is put to good use among these snaking circuits.

Despite what the Car Compare utility says, I've got to go with the Italdesign Scighera as tops amongst this, the fastest car class. Featuring tight handling, snappy acceleration and a definite resistance to fender bumping, the Scighera comes up big when the courses get tricky, and it sounds super cool to boot.



Bonus Cars

EA's custom-designed El Niño will undoubtedly impress with its raw speed, yet it's one of the twitchiest damned things I've ever driven. The Jaguar XK8, meanwhile, seems strangely out of place in this duel of the super supercars. And that leaves the freakishly gorgeous cornering monster that is the Mercedes CLK-GTR. Once mastered—a technique that's surprisingly easy to grasp—this dual-winged beast will take apart, chew up, and spit out anything it comes across. Happy hunting.



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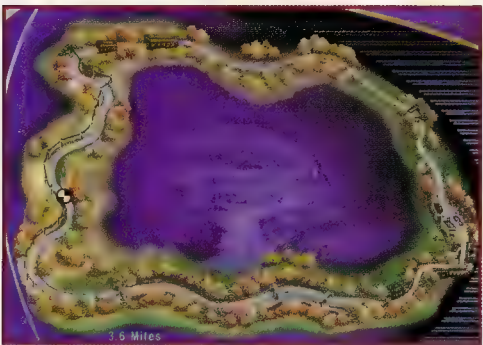
BURNING UP THE TRACKS

HOMETOWN

Advantageous Sections: A foot-to-the-floor introduction to the *NEED FOR SPEED III* world, this wide track offers safe passing zones everywhere and one spot in particular where you can truly make some hay. It comes right at the end of Main Street, a 90-degree right-hander that all computer-driven cars and many humans just can't get a handle upon.

To pull this one off expeditiously, come in hot down the left side of Main. When you pass the last lamp standard on the left, let off the accelerator and crank hard to the right. You've got lots of sidewalk on the inside here, so use it your advantage. If executed correctly, you shouldn't have to brake at all until you're fully out of the turn, where you should let off again for brake, depending on the type of car you're running) to get her settled down for that upcoming sharp left-hander.

Shortcuts: None worth mentioning. Oh yeah, don't even try to take that very obvious dirt ramp to the left of the first covered bridge, unless an overturned car is your cup of tea.



RED ROCK RIDGE

Advantageous Sections: *Red Rock* is strangely bereft of the type of tight chicane where a human driver can kick AI butt (see *Hometown* above). Generally, you'll want to straighten this course out as much as possible. The blind turns are often much easier than they appear, and with plenty of run-off room, it's amazing how un-curvey this track can become. And don't forget: The smart driver will push plenty of opponents into those rock outcroppings and mid-road mesas that populate the early going.

Shortcuts: Just before the balancing rock hairpin, there's a fairly wide cutoff to the left that effectively eliminates the hairpin. This is one of the best shortcuts in the game, and it will score you a big advantage every time.



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ATLANTICA

Advantageous Sections: The series of tight chicanes on the final third of Atlantica are where races are won and lost. Enter from the outside, cut in to the inside apex, and come out wide and hot, so that you'll gain lots of ground.

Shortcuts: Just past the Electronics Arts sign, there's a brake marker with the numeral 50 emblazoned upon it. The road divides here. Stick to the right and continue for eight or nine seconds until you see a tiny cutaway in the white wall to the right. Be aware that this thin, zigzag shortcut takes a lot of practice to get just right.



ROCKY PASS

Advantageous Sections: Following the third tunnel, you'll take a relatively easy bend to the right then two snappy lefts that, if taken properly, will propel you even further into the lead. And if that isn't enough, that big looping right-hander just before the downhill slope into town can be negotiated wa-a-ay inside (four wheels on the dirt) for perhaps the best passing opportunity on the track. But forget about that set of stairs at the end of town—the air you'll grab will slow you down much more than if you'd stuck to the pavement.

Shortcuts: None to speak of really, though there's an unguarded drop-off on the left approximately eight seconds after the first tunnel that makes for a wonderful "nudging" opportunity. If the target car hangs even just a couple of wheels over the edge, he'll be in a bad situation indeed that may even result in a complete flip. And that's good for you.



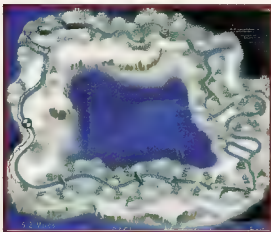
COUNTRY WOODS

Advantageous Sections: This wintery adaptation of *Hometown* is interesting in a number of ways, not the least of which are the almost hidden sound effects. Pull into the schoolyard and hear school bells ring and kids play. Pull into the gas station and listen as dogs bark and gas pump bells chime.

More seriously though, this track features loads of run-off room in the opening and closing segments, and as a bonus, the snow isn't prohibitively slippery.

The most valuable corners are the series of sharp 90-degree turns surrounding the covered bridges. Remember, enter from the outside, crank it inside, and come out fast.

Shortcuts: Blast through the first tunnel, then take the two sharp lefts that follow. Look to the right before you hit the next right turn and you'll see a forested grove that is eminently drivable. There's only one path through here and it's filled with obstacles, but even when taken slowly it eliminates a lot of track and a lot of time.



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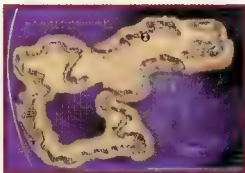


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LOST CANYON

Advantageous Sections: One piece of advice for this sometimes subterranean modification of *Red Rock*—forget anything that looks like it may be an elevated ramp, because it's just gonna screw you up. And try to stay in the middle of the roadway as much as possible, particularly in that multipath section just past the lost city. Here, trouble awaits along the less-traveled routes.

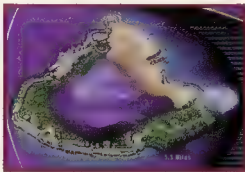
Shortcuts: When you get to the lowest level of the underground, just after you've first seen the structures of the lost city, a staircase appears on the right. It won't cut a lot of time and it sends you hurtling into a pillar if taken too fast, but it's a great detour from the cops and may even save you a couple of seconds if you're careful.



AQUATICA

Advantageous Sections: *Aquatica* is an adaptation of *Atlantica*, and the most advantageous corners are within the existing *Atlantica* circuit. For more details, refer to that track's description above.

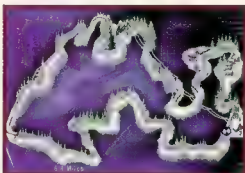
Shortcuts: Immediately after the second of the two opening tunnels is an uphill grade that banks to the left. Get to the summit and you'll see a tiny opening in the wall with a sharp 90-degree shortcut inside. Again, a great spot to duck past the coppers, though you've really got to work on your entrance to actually gain time.



SUMMIT

Advantageous Sections: It is sad to report that the AI cars have no distinct disadvantage anywhere on this course. On the upside, *Summit* is a real test of your skills.

Shortcuts: There are plenty of opportunities amongst the trees here to evade the long arm of the law, and a couple of spots—both are ramps—could even be considered shortcuts if they weren't so danged difficult to traverse. The first is the ramp on the right side of the track just past the final (and longest) tunnel, the second just after town and to the left. Other than that, this is the toughest track of the bunch and requires practice, lots of early braking, and a calm, unhurried pace through the twisty bits up top.



EMPIRE CITY

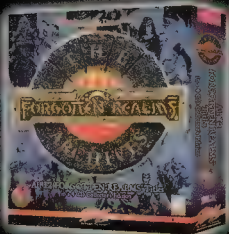
Advantageous Sections: Big looping turns abound in this superbly constructed but unexpectedly easy bonus course—take them in a controlled fashion on the extreme inside for the best time. The premier corner here is mid-course, just past the big "Park" sign and the dual jump and hard left that follows. It's a 90-degree turn to the right with absolutely tons of sidewalk on the inside. Take it in best racing style (outside, inside, outside) and at full speed for best results.

Shortcuts: Perhaps the best shortcut of all the tracks sits just seven or eight seconds after the *Empire City* start. Before you've even hit that first "rounded hairpin", turn hard into the almost hidden lane that winds between the darkened buildings to the left. You'll go through this first section then reappear on the track, only to cut straight through the roadway and back into the next lane that starts immediately across the street. This second section is kinky indeed, but you'll gain several seconds on anyone else on the track even at this slow pace.



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Travel Tips, Magic Mania,

SEE

and the Best in Self-defense Instruction

SUNNY

for Your MIGHT & MAGIC VI Vacation!

SORPIGAL

by Petra Schlunk

Okay, so you're strapped in and ready to **RPG** 'n' roll in a campaign of **MIGHT & MAGIC VI**, when it hits you: Before you can complete the game, your characters will probably have to be at Level 70 or beyond—a bit intimidating, to say the least. Before you rush head-on into another group of Goblins, spend some quality time fleshing out your party—this will save you a lot of aggravation later on.

So, how does one go about crafting a proper party? For starters, it should be well-balanced, with at least one character who can cast elemental spells, two characters who cast clerical spells, a cleric or sorcerer who can learn both light and dark magic, and, of course, someone with fighting skills.

Elemental, My Dear Elf

Of all the skills possessed by party members, Elemental spell-casting isn't just useful, it's often devastating—especially when Elemental spells are cast in the right situation. As a result, at least one (and preferably two) of your party should work toward achieving Water Mastery: The nearly permanent Lloyd's Beacons and Town Portal spells they gain thereby are invaluable time and sanity savers. Also, make sure someone can cast Wizard Eye, which is essential.

Light and dark magic spells are also great, especially if you have a lot of characters who can cast such spells. In particular, dark magic offers the Armageddon spell, which can wipe out all magic-susceptible monsters in an area. A high-level, dark master's Shrapmetal spell, cast up close so all the shards hit one monster, will nearly kill even the most powerful monsters in one shot. Clerical spells are mostly useful for healing, although Psychic Shock can do tons of damage against susceptible critters.

If you don't want a balanced party—or you just feel like trying something different—an all spell-caster party can be exceptionally powerful. Just be sure to build up everyone's might, accuracy, and combat skills so they can fight when necessary, or you'll be going back to a lot of saved games.

Your Skill Is Like Magic

When creating a party, always select magic skills first. Magic skills tend to be expensive to buy later in the game, but cost nothing to add when you create a party. After filling up with magic skills, add weapon or armor skills where you can. Once you've begun the main part of the game, you can pick up additional skills at guilds. Some of these skills are more valuable than others.

Skill	Is It Worth It?
Baby Raising	When you have a <i>Crash</i> (losing, losing the car loan)
Intimidation	Early morning, don't bother
Intimidation	A great, strong, a Level 3 mentor you save your clients nothing getting off work.
Master's Key	Two parties should put this in quickly. A Level 7 mentor can identify some new
Monthly View	Widely, worth getting into looking up to respect and work.
Learning	Can wait until you have skill points to turn.
Education	In most, no parties that the more, the better, should parties that will be even.
Master	skill, and training elements. A Level 12 or 13 mentor will get the best result. By
	the end, before being others, and it will pay for itself almost instantly.
Emergency	After in the game, have one party become as strong as possible in the end, but
	need it to be through one of the dragons.
Super Hero	After in the game, have one party have two sets. A Level 2 mentor and master can
	break into.
Scout	Black training, up to better, more as fast as possible. One Level 3 mentor and two
	Parted. Someone should also become an air master for flying and a long-lasting
	warden. Eventually work someone up to fire and work. Clerical training skills can
	be kept at a low level and will be effective. As soon as possible, have someone learn
	fight and dark magic and work those skills up quickly.
Dragon	Concentrate on one or two magical skills in addition to the few skills. Don't generalize.
	the new skill is available for everyone.

GRAND THEFT AUTO

6'6"

6'0"

5'6"

5'0"

4'6"

4'0"

3'6"

3'0"



"Okay, I admit it.

I like to blow things up!
It started with my baby
sister's doll house, and well...
it just went from there!"

"Stealing cars
gives me a rush.

In fact, stealing
anything gives
me a rush."

"Want some? Then get the
job done right! I prefer
sleek, fast cars with
room in the back. Know
what I mean!?"

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It's a crime.



"I dunno what's so special here.
It's a game about everyday
life, ain't it?"



"Using a
flame thrower
on a rival gang
just gives me that
warm and fuzzy
feeling all over."

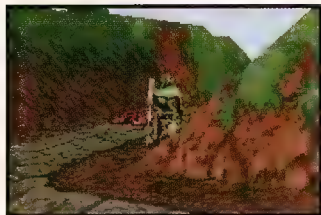


"It's all
about three
things - fast cars,
easy money and...
fast cars."



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■ **LURKLODS OF SORPICAL** Lurk around corners and wait for monsters to come to you. Then shoot them quickly before they can attack.

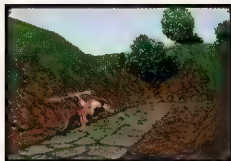
Beginnings

To get your party off to a quick start, visit the inn in New Sorpical and speak with everyone, no matter how insane they might seem. Afterward, go to the stables and travel to Castle Ironfist. Talk to the people in the local castle up the hill to complete a quest. Just north of the stables, purchase a Berserker's Fury Guild membership and get the bow skill for everyone at the guild next door; don't forget to buy some bows! Return to New Sorpical and train everyone up to Level 3. Now with everyone at a fair level and with bow skills to boot (a must for real-time ranged combat), you're ready to take off.

A Matter of Reputation

Reputation is a nice touch in adding character depth to an RPG. Practically speaking, though, in M&M VI, reputation is only useful for two things: You must be saintly to become a light master and notorious to become a dark master.

It's easy to become saintly. Donate at temples to get your reputation up to respectable or better, then complete several council or promotional quests in a short period of time. If you're close to saintly, pick up a bard or other reputation-boosting nonplayer character (NPC).



■ **FIND THE RANGE** Real-time ranged combat is a fast, effective way of dealing with many of the monsters in the game.

Becoming notorious is also easy if you're willing to kill innocent peasants. If casual murder, even in an RPG, doesn't fit your style, the following actions will lower your reputation: Donating and healing at temples of Baa, selling bones, returning the Candelabra, completing the price-fixing quest, raiding the sarcophagi in Castle Darkmoor, performing the ritual and touching the Baa Face in the Superior Temple of Baa, and letting the figure in Castle Kriegspire heal your party. Note: If your reputation is too low, a few key characters in the game will either not speak to you or will throw you in jail if you visit them.

NPCs: More Than Dragon Fodder

All those peasants milling around towns and in houses are available for hire. While they all cost some gold, NPCs can provide a lot of benefits. Particularly valuable are NPCs that boost your party's merchant skill (Merchants, Dupers), the amount of experience you earn from combat (Teachers, Instructors), spell skills (Spell Masters, Mystics), weapon skills (Arms Masters, Weapons Masters), and the amount of money you find (Factors, Bankers). Other NPCs are of limited benefit, but depending on the makeup of your party, the stage of its development, and what you need to accomplish, they may be worth checking out.

One word of caution: Two identical NPCs (say, two Bankers) will cost twice as much as one, but only provide the benefit of one! Instead, hire NPCs of different types, such as one Factor and one Banker, that provide the same sort of benefit.

Items, Artifacts, Fountains, and Wells

As your party gains levels and attribute bonuses from various shrines, potions, and barrels, individual items that boost stats become less and less critical for your characters' well-being.



■ **WANDERING PEASANTS** They often look clueless, but NPCs boast a wide range of helpful skills. Since NPCs change frequently, keep looking to find ones that suit you.

TO DO AND DO NOT

The point score you get at the end of the game can be increased in several ways. To get the best scores, you'll want to go on a whirlwind tour: Kill all the monsters you find, complete all quests, and do everything as quickly as possible.

How do you save time? Well:

- 1 Don't travel unless you can complete several errands at one time.
- 2 Do use Lloyd's Beacons and Town Portals as soon as possible.
- 3 Do bop over to temples and heal instead of resting.
- 4 Don't waste time waiting around for anything.
- 5 Don't train every time you can.
- 6 Do save up for training until you can go up at least 5 or 10 levels.
- 7 Don't worry about racking up the highest possible score if you're having a good time.

There are always exceptions, even in fairyland. You cannot, for instance, enter Snergle's Caverns before completing Snergle's Iron Mines; you won't find the Prince of Thieves until you get the quest to find him; you should not visit the Hive until you have gotten the quest for this and you've acquired a special scroll.

Regardless of your score aspirations, make sure that your party completes all quests. Keep in mind that you won't destroy anything by completing a quest dungeon before getting a quest; you'll still find the quest items. Later, when you're given the quest, simply click on *Quest* again to get your reward.

Hopefully, these tips will make your next game of *MIGHT & MAGIC VI* more than just another "Kill the Goblins and wander around" RPG trip. Happy questing!

THIRD EYE MINE:



To find the Third Eye so you can awaken Nicolai's uncle, search the wells around Castle Ironfist.

Still, you'll want to look for hit-point regenerators (especially useful in the early and middle stages of the game); spell-point regenerators; resistance-boosters; and items that boost spell skills, which are especially valuable for characters who specialize in the relevant spell area.

Artifacts and relics are fairly plentiful in the game, but you'll find a lot of these only if you kill a lot of dragons (and their relatives) and titans. Otherwise, you'll have to content yourself with the artifacts you find in chests or through quests. While many artifacts and relics have negative aspects, on average they are better than other equivalent items.

None of the conditions with which your characters may be



■ STICK A ROCK IN IT Meteor Shower is a wonderful way to kill titans and many other outdoor monsters.

cient for areas in which you cast a lot of spells), real-time combat is the way to go throughout most of the game. Outdoors, you can kill most monsters by stepping just within range (watch for the yellow light), shooting, backing up, and repeating this process. To deal with the zigzag running of monsters, just back up quickly and they'll run straight to reach you.

Real-time combat really comes into its own late in the game when your party acquires the blaster skill. Blasters are best used alone—dump any dagger or sword in your left hand—they have a near-zero recovery time, and no monsters seem to be immune to their damage. Just keep hitting the A key and you'll fire continuously and devastatingly at your targets.

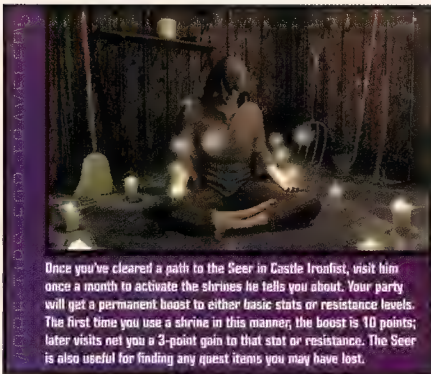
Real-time mode also works well in dungeons

where you can back down long corridors and shoot at approaching monsters. Used effectively, real-time ranged combat means less injury to your characters, less healing and resting, and a quicker sojourn through the game.

Dragons Don't Have to Spell Doom

Dragons and titans can be formidable foes, but there are a number of ways to overcome them in MIGHT & MAGIC VI. Make sure your party is well enchanted with defensive oriented spells that improve resistance and, in general,

able to switch between real-time and turn-based combat. While there are times that you'll want the luxury of planning tactics in turn mode (it's especially effi-



Once you've cleared a path to the Seer in Castle Ironfist, visit him once a month to activate the shrines he tells you about. Your party will get a permanent boost to either basic stats or resistance levels. The first time you use a shrine in this manner, the boost is 10 points; later visits net you a 3-point gain to that stat or resistance. The Seer is also useful for finding any quest items you may have lost.

raise stats of party members. Don't overlook conventional elemental spells for offense, particularly when fighting titans. A few well-timed Meteor Shower spells, for example, will take down any titan and is an alternative to casting Dragon Breath. [Since some adventurers, contrary to popular opinion, do practice proper dental hygiene. —Ed.]

Remember that not all dragons are created equal. Fighting red and blue dragons is made much easier because they are susceptible to most spells, particularly Mass Distortion, Psychic Shock, Shrapmetal, and

other damage spells. Even a sufficient number of Armageddon spells—please rest and heal in between casting them—will kill lesser dragons eventually.

Gold dragons, however, are immune to most magic, so you'll have to stick to physical-damage spells like Shrapmetal (you should get really close before casting this) and elemental spells like Incinerate. With practice, you'll find that dragons are also vulnerable in real-time combat if your characters are wielding items that specifically do extra damage against dragons, or if your party is wielding blasters. ■



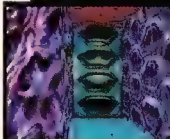
■ STAT QUENCHER After saving, sample every well or fountain you find. Some provide temporary benefits; others give permanent benefits. A few provide nothing but grief.

afflicted, such as eradication, stoning, and death, have permanent negative effects on their stats (now, that's real fantasy for you!). Additionally, there are a number of fountains and wells that provide permanent benefits to your characters, although each occasionally does something nasty in return. Rather than stress over what each is likely to do, just be sure you 1) have spells or scrolls for healing, 2) save the game, and then 3) drink freely from all the fountains and wells you find.

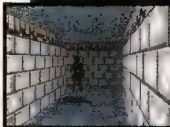
Putting the Real in Real-time Combat

One of the best features of MIGHT & MAGIC VI is being

INDOOR FIGHTING TIPS



In dungeons, you'll find lots of places where you can fight monsters through doors without risking damage to your party. If a monster is aware of your presence, it'll usually come close to the door and try to find a way through. Try shooting at the monster to see if you can hit it. If you can, keep firing until it dies. At doors where you are pretty sure you'll be able to fight in this way, you can alert other monsters lurking behind the door to your presence by casting Ring of Fire when you're at the door. Then back up and fire at the monsters as they try to walk through the closed door.



Hang out around corners and wait for monsters to come to you, then back up and start shooting! Not only will you have fewer monsters to contend with at one time, but your party can save spell points for more important battles.

If you're into arcane weapons, pick up the blaster skill by reading the plaques in the Control Center. To become an expert, be sure your characters each have a blaster or master rifle in their inventory and visit the teachers in the Eel-Infested Waters or New Sorghol. The teacher of ancient weapons mastery is in Paradise Valley.

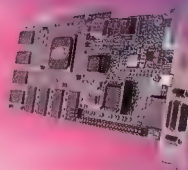
Map Your Way to Victory

The following order of suggested quests is based on what your party is likely to be skilled enough to handle at any point:



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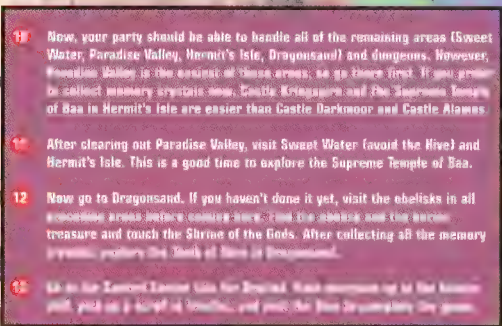
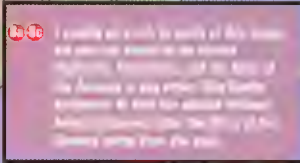


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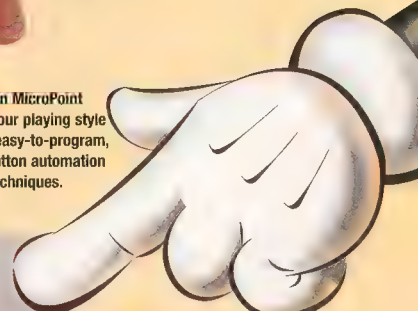
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How to Smoke the Jaguars How to Smoke the Jaguars

MECHCOMMANDER

Well, if you've been getting pounded in MECHCOMMANDER, it could just be that you've forgotten the lessons learned in the cockpit of those Mech simulations. Perhaps you've never actually piloted a Mech at a simulation, and this is your first taste of the BATTLETECH universe. Either way, here are some ways to crush your opposition and learn the ways of Port Authority from the cold, dead hands of the Smoke Jaguars.

Rather than deal with mission specifics, we're going to focus on how to beat every mission in the game by understanding how to use the most of your forces and the opportunities that will present themselves during the game.





by Greg Fortune
by Greg Fortune

Say Hello to My Little Friend

Let's take a moment to look at the weapon choices. You basically have a choice of energy or ballistic weapons, and each individual weapon is effective within a specific range. So, 29 weapons divided among three ranges, which weapons should you choose? It depends on two things: the role you plan to use Mech and the pilot you are going to put into it. Let's look at two extreme examples: the pulse laser and the gauss rifle.

The pulse laser only does one point of damage, has a cycle time of 1.5 seconds, and takes six load points of the capacity of your Mech. Compared to the standard laser, it does half the damage and weighs two points more. However, the standard laser takes four seconds to cycle, meaning that the pulse laser will fire more often but not so much more that it has a clear advantage over the standard laser, so which should you choose? That depends on the gunnery skills of your pilot: if you have green pilots, Mechs configured for short-range combat do them a favor and give them pulse lasers because when they miss it takes less time for them to get off another shot.

mmander

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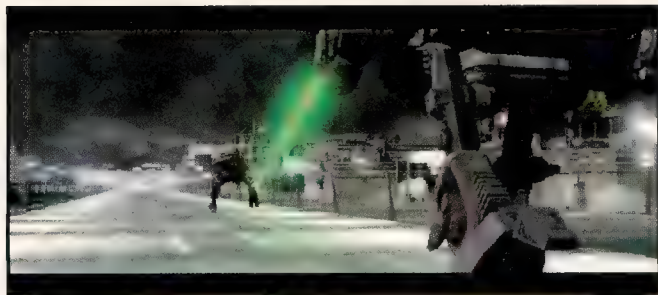
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... has been suppressed
LONG ENOUGH!



**Speed
Busters**

AMERICAN HIGHWAYS



As your pilots get better you can give them more powerful weapons with longer cycle times because they'll waste fewer shots.

The gauss rifle is at the other end of the spectrum with a damage value of 75 points (ouch!), a cycle time of five seconds, and a whopping 16.5 points of load value. Being an ammo-dependent

gun, however, has its drawbacks—namely, running out of ammo. The gauss rifle runs out pretty quickly at only 16 shots. Now, you could get a long-range ballistic weapon with over 100 rounds, but each round only does one point of damage. The gauss rifle will cut a Mech in two with just a couple of hits, but should you go for the gauss

rifle or autocannon? The answer depends on how good your pilot is. If you've got a veteran pilot with top gunnery skills at the controls of a long-range fire support Mech, go for it! Just make sure that this Mech in particular stays at long range, as you are going to sacrifice a lot of space for this gun and probably won't have a lot of room

left over for short-range and medium-range weapons.

Mech Config 101

The first thing to keep in mind when configuring your Mechs is that you are building a squad. You are probably going to want to specialize your forces for certain roles. I usually have at least one Mech configured for fire support, meaning that it packs mostly long-range weapons, with a short-range sidearm in case the fighting gets too close. It usually doesn't, though, as the rest of the squad is configured for short-range and medium-range combat. So, while the Hunchbacks and Firestarters are up close nailing the target with SRMs and autocannons, I've got a Mech or two standing back letting lose with LRMs, PPCs, light autocannon, and perhaps even a gauss rifle.

Having Mechs configured for different roles allows your

What's Your Damage???

Here are the damage values for all

Mech variants. The A and J variants (Armor and Jump, respectively) both have the same weapons configuration; the only difference being the W (Weapon) variants. The numbers outside the parentheses are the damage values for one shot from each weapon, while the outside number is the total value of an alpha strike at that range. If there is no number for a given Mech at a given range, guess what—that's a great place to be when fighting that Mech!

The letter following a number indicates the presence of an ammo dependent weapon. The letters vary as follows:

x = less than 25 rounds of ammunition
y = 25-99 rounds of ammo
z = 100+ rounds of ammo

A general rule of thumb: The less ammo a weapon carries, the more damage each hit inflicts.

Mech	Variant	Short Range (w/Alpha Strike)	Medium (w/Alpha)	Long (w/Alpha)	Sensor Range
Commando	"A,J"	4+12y (16)			350m
	W	8+5x+6y (19)			350m
Firestarter	"A,J"	10+1y (11)			350m
	W	2+2y (4)	7.5 (7.5)		350m
Uller	"A,J"	2y+4 (6)		1z (1)	385m
	W	4y+4 (8)		1z (1)	385m
Raven	"A,J"	4+2y+2y (8)			525m
	W	4+2y (6)	4 (4)		525m
Cougar	"A,J"	5 (5)	2.5 (2.5)	3.75x (3.75)	385m
	W		5 (5)	5x (5)	385m
Hollander II	"A,J"	2+2y (4)		7.5x (7.5)	350m
	W	2 (2)	4 (4)	7.5x (7.5)	350m
Hunchback	"A,J"	4+15x (19)			350m
	W	2+15x (17)	4 (4)		350m
Hunchback IIC	"A,J"	5+1+15x (21)	4 (4)		385m
	W	5+30x (35)	2 (2)		385m
Centurion	"A,J"	4 (4)	6y (6)	2.5x (2.5)	350m
	W		7.5+6y (13.5)	2.5x (2.5)	350m
Vulture	"A,J"		5 (5)	10x (10)	385m
	W	2 (2)		10+10x (20)	385m
Catapult	"A,J"	2 (2)		7.5x (7.5)	350m
	W	2 (2)	2 (2)	7.5x (7.5)	350m
Loki	"A,J"	4y (4)	8+6y (14)	7.5 (7.5)	385m
	W	4y (4)		10+15x (25)	385m
Jagermech	"A,J"	4 (4)		4+2z (6)	350m
	W		2 (2)	4+2z (6)	350m
Thor	"A,J"	15x+1+2y (18)	5 (5)		385m
	W	15x+1+2y (18)	12y (12)		385m
Mad Cat	"A,J"	5 (5)	2.5 (2.5)	15+6x (21)	385m
	W	1 (1)	5 (5)	15+6x (21)	385m
Awesome	"A,J"	4 (4)		22.5 (22.5)	350m
	W	2 (2)		22.5 (22.5)	350m
Masakari	"A,J"	10 (10)	5 (5)	22.5+2.5x (25)	385m
	W	10 (10)		22.5+2.5x+15x (40)	385m
Atlas	"A,J"	2 (2)	4 (4)	5x+7.5x (12.5)	350m
	W	1+2 (3)		15+5x+7.5x (27.5)	350m

squad to sit back and take out turrets and small targets without taking damage. It also lets the squad get in close to that Catapult loaded with LRMs. Just as a SEAL team is made up of specialists who work together to complete an objective, a well designed Mech squad will have between its members all of the capabilities needed to complete your objectives

Squad, Form Up!

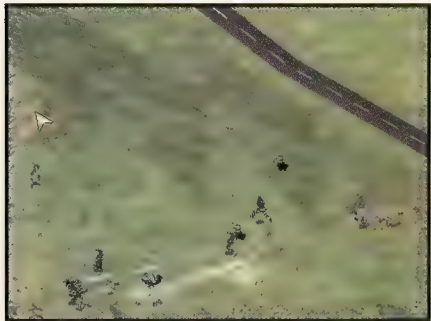
That leads us to the question, "What makes a good squad?" Look at the battlefield from a tactical viewpoint for a second. What is the first thing you have to do before you can destroy a target? Find it before it finds you—what you don't see can kill you.

While standard and advanced sensors are nice, nothing beats the Raven for battlefield awareness. That's why I almost always have one in the field with my heavier Mechs. The Raven is a good unit to have on hand because not only does it have greater sensor range than any other unit, it also carries the beagle probe and guardian ECM. The Beagle Probe allows all of your units to detect powered-down enemies that are waiting in ambush, and the guardian ECM unit halves the sensor range of any enemy unit detected by the Raven. That means you see them before they see you.

The Ravens can also be configured for fire support so

their light chassis don't take too much damage from close-range fighting.

My favorite configuration for the Raven contains three Clan LRMs, two standard LRMs, and a laser you can use to poke an enemy in the eye. A really heavy Mech should be standing next to the Raven, and this heavy Mech should have enough firepower to hold off any unit that directly attacks the fire team. If you manage to salvage a Cougar, you can outfit it with the same sensor suite as the Raven. The Raven and Cougar are the heaviest Mech designs that can carry these long-range sensors. The rest of the squad is comprised of the heaviest units I can drop with lots of short-range and medium-range weapons. With both long-range fire support and short-range, in-your-face Mechs, I'm ready for just about anything.



■ **HIGHER GROUND** The Uller clan finds out the hard way what happens when you fail to take the high ground. Notice the lack of damage to my units.

Pick Your Fights

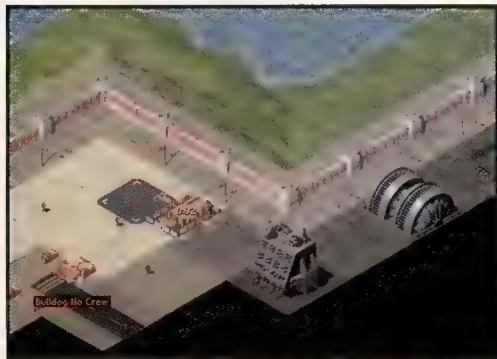
Once you've got a squad of units configured specifically for the upcoming mission, you must enter the battlefield, maneuver your units into

position, and engage the enemy. In most missions, there will be a couple of units on the map that you don't destroy.

Remember that this isn't STARCRRAFT; you don't have a base frantically pumping out units. Horde tactics will cost you a lot of resource points in damaged units and dead pilots. At the very least, each hit you take is a hit in the virtual wallet because you are going to have to fix all that damage when you get back to base. Since you don't get any reward for taking

out enemy units that aren't part of your objectives, you will have to weigh whether each fight is worth the risk and damage you will take. This is not to say that you won't need to blow through some defenses in order to reach your objectives, but if you see a cluster of vehicles or Mechs that you can avoid altogether don't feel badly about walking away.

On the other hand, depending on the condition of your squad, it might be worth the fight if the units are guarding container stacks or other resources. Vehicles are easy to avoid as they don't have active sensors and usually wait until they are in visual range to engage you, so use small ridges and natural terrain features as cover if you don't want to bother with them. Mechs are even easier, if you have a unit with long-range sensors and are paying attention to your map display. Just stay outside the



■ **CLUELESS & CREWLESS** These units don't know we're here, but they will once our air strike takes out their barracks.

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Actual gameplay screen shot



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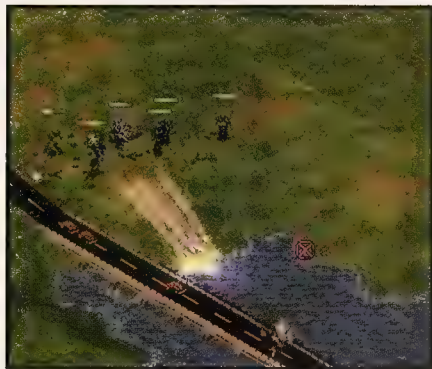
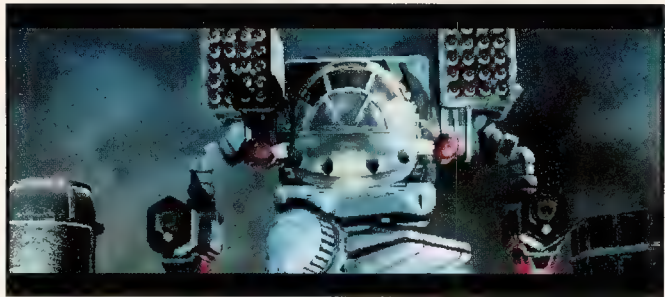


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yellow circle and you'll remain undetected.

The first thing you should do when you spot a contact is to examine the terrain in your area. Is there a mountain you can climb to get a view of the area and possibly direct an air strike? Is there high ground you can use to your advantage? How about fuel tanks and other explosive structures? Look for natural choke points and bridges where you can lay a trap. Also look for obstructions that allow you to fire on your



■ **BUH-BYE!** Here's another example of where not to fight a battle. With nowhere to run and no room to move, this unit becomes spare parts.



■ **SET OVEN TO BROIL** This guy is about to do an imitation of a fish stick. When those tanks go off, you'll be able to stick a toothpick in him and it'll come out clean!

■ **FIRE SUPPORT MECHS** These are great for taking care of enemy vehicles before they even get a shot off.

enemies while they try to reach your position. If you are walking into a fight with no idea of how you are going win, not only are you in trouble, but you haven't done a good job of scouting.

As you move around the map, beware the easy path. Roads, highways, and paths that scream "Here's an easy way!" are bad news, and will usually lead you into an ambush or a minefield. Keep your eyes open for ways to get through that might take a little longer, but will allow you to attack from an unexpected direction.

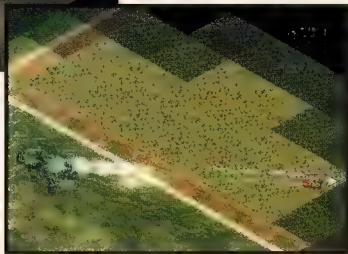
Well, C'mon Then

When you come across a fight that you decide is worth the effort, the first things that should pop into your head are the weapons configurations of your enemies. If you don't know which weapon loadouts the enemy vehicle defaults to, do yourself a favor and pause the game while you look it up. Without that information, you cannot even begin to make an informed decision about the most basic element of Mech combat—attack range. Think about it. If you come across a Smoke Jaguar Catapult and

don't know that it carries short-range and long-range weapons, you just might do something stupid like stand toe-to-toe with it—or worse, fight it at long range. You could theoretically take out the Catapult with a single Firestarter—without getting scratched—if you were good enough at maintaining ranges to stay between 75 and 150 meters away from it while you duked it out.

To sharpen your range awareness I recommend the following tactic: When attacking buildings and other stationary targets, use the attack-at-range commands and watch how far away from your target your Mechs sit. This exercise will give you a good visual sense of how far away you should be from your targets to take advantage of the holes in their weapons ranges. For example, it'll show you how far away you have to stay from a Hunchback to avoid its autocannon, as well as the maximum range you should keep when dueling with a Masakari to keep from getting blown to little tiny bits. Remember that each weapon is only useful at a specific range, and not being at that range means avoiding the weapon. In other words, all the long-range firepower in the world is completely useless at close range, and a boatload of heavy flamers won't do you any good if you get hosed before you can get close enough to use them.

Once you have targeted an enemy at an appropriate range, start directing the



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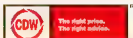
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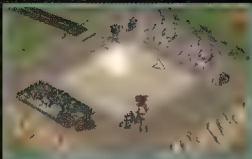
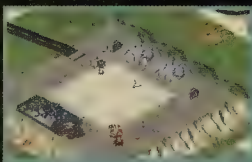
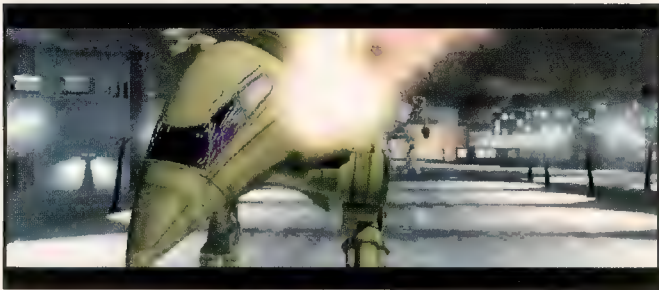
STRINGING UP A CATAPULT

This is our matchup: A Catapult against a Commando and a Firestarter. It seems unfair, since the Catapult weighs 10 tons more than the other two Mechs combined, and our little Mechs are being piloted by one regular and one green MechWarrior. Well, it is unfair, but for another reason: We are going to use the Catapult's extreme long-range firepower against it! All of those LRM racks leave room for just a couple of pulse lasers as close range weapons, and today that just won't be enough.

Here we've already closed to short range, and Gunman has taken some damage from those LRMs on the way in. Not to worry, we still have plenty of armor left for this task. The Catapult is now relying strictly on its pulse lasers because those LRMs won't lock on at this range.

The Catapult has zeroed in on Siren and her Firestarter as its primary target, so the next thing to take advantage of is the single-minded manner in which the enemy AI pursues a target. As you can see, I've put Gunman where he's likely to get a good shot at the Catapult's back armor as he chases Siren.

Our plan works perfectly, and we are rewarded with the sight of the Catapult's pilot ejecting, due to the critical damage Gunman has inflicted upon his Mech at close range. Remember: even a green pilot in a 25-ton Mech can bring down one of the big boys given the right opportunity.



movement of your squad. Regardless of their piloting skills, your MechWarriors have the tactical awareness of a bucket of nails and will stand in place and trade fire with the enemy until somebody gets hosed. You can prevent this situation by giving your units movement orders while they fight. Your pilots will remember which target you designated and continue firing on that target while moving, which decreases the number of hits your units take and greatly increases your chances for success.

Another way to increase your chances of walking away from a battle with all of your Mechs is to concentrate fire on one enemy unit at a time. If you try to fight all the enemies at once, you'll gradually wear them down, but you'll be exposed to the all the punishment they can dish out for the duration of the battle. By

concentrating your fire on one foe at a time, you will destroy each individual target in a fraction of the time and reduce significantly the amount of return fire you are taking.

For example, take the five Firestarters from Operation 1 Mission 6. If you use concentrated fire and destroy one of them, you've just eliminated one fifth of the return fire you're taking. Eliminate a second Mech and you've taken of one fourth of the remaining combat potential. Each enemy eliminated takes out a larger percentage than the last.

Remember, to be successful at MECHCOMMANDER you will need to adapt your strategies for each situation and place the highest value on the well-being of your pilots and Mechs. Fight hard, but fight wisely: It is the warrior with the clearest head who most often reaps the harvest of victory ■



■ **LONG DISTANCE LOVE AFFAIR** This Hunchback is helpless at long range against my fire support Mechs. If I hadn't used the "attack at long range" command, my units would have rushed right into some heavy autocannon fire.

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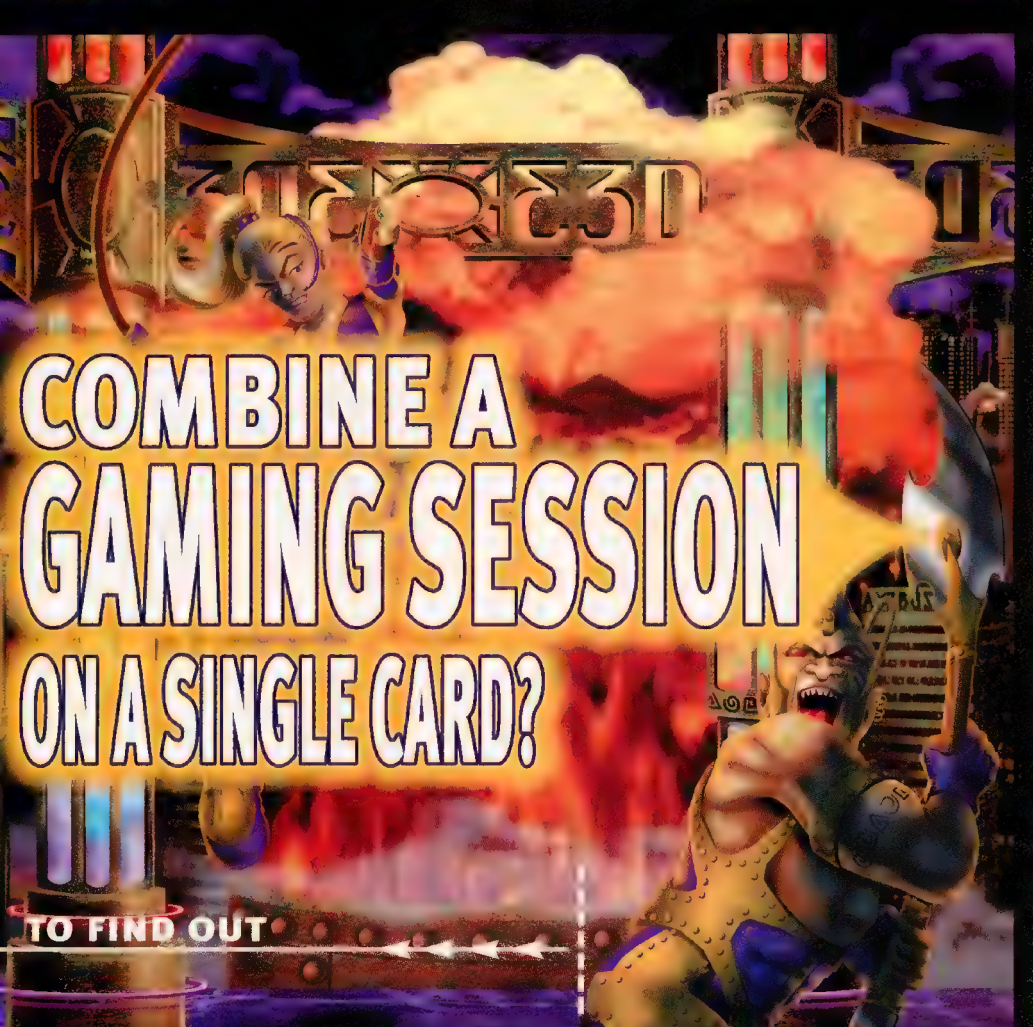


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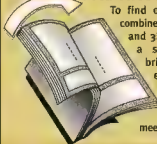


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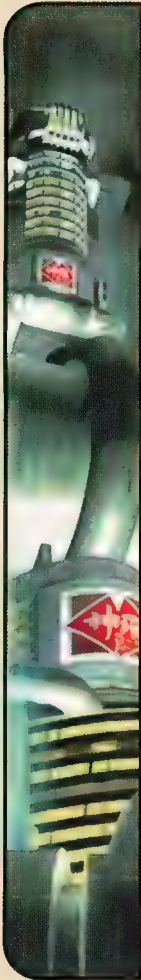
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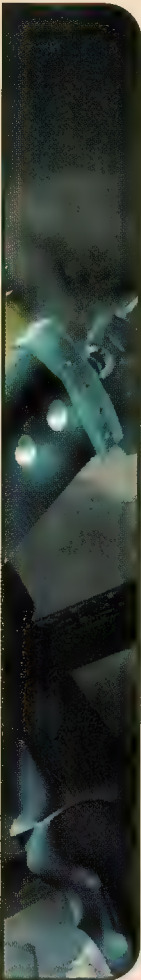
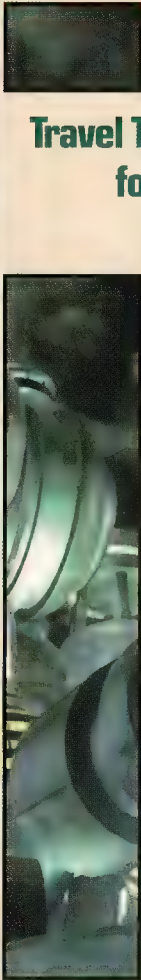
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**Travel Tips and Out 'n' Out Spoilers
for Midgar and Beyond
in FINAL FANTASY VII**



by **Petra "Materia Girl"**
Schlunk

In **FINAL FANTASY VII**, as is the case with all long role-playing games, your addictiveness level ebbs and flows with the frequency of times that you get stuck. So, the areas of the game are addressed in the order you should visit them to proceed with the storyline. As far as fighting bosses is concerned, you're on your own, but there are plenty of tips (and some real spoilers) here on materia, Chocobo breeding, and other potential obstacles.

Making It Through

Sometimes you really aren't stuck, because it's hard to tell what is optional in this game. Basically, if you can move onward, then you haven't missed anything critical. However, if the game lets you explore, it is beneficial to do so. Lots of special items are scattered around, and talking to people (often several times) occasionally yields something of value. Whenever you're done exploring, just return to the story. If you're not sure what to do to move things along, simply talk to everyone and go everywhere within the immediate area. Finally, if you can't figure out how to leave a screen, press the Assist Button to highlight exits.

Tour #1: Midgar

Sector 7: After completing the first mission (the game's manual provides a walk-through), you arrive here. Visit the Beginner's Hall. On the train, when the timer starts, run south through the cars and jump off when your friends do.

Reactor: Visit the reactor core (where you set explosives in the other reactor); then, go to the elevator and

take it up. To press the panel at the same time as your friends, start pressing it before they do.

Church: You may help Aeris by rolling barrels onto the guards.

Sector 5: To leave Aeris' house, walk, don't run

Wall Market: To get a dress, visit the boutique and talk to the lady behind the counter. Talk to her father in the bar nearby and return to

the three boxes along the pipes.

Shinra Building: Getting to the 59th floor isn't a problem, but you need keycards to reach the upper floors. For the first keycard, fight the guards by the elevator. On the 60th floor, try to sneak past the guards. If you fail several times, the guards disappear. On the 61st floor, talk to the man who asks you about Aeris and pretend you

into the title and note the letter. Talk to the man in the room and answer his question by composing an anagram of those letters. The stuff on the 63rd and 64th floors is optional. On the 65th floor, try to open chests to get parts to repair the model. Every time you repair something on the model, another chest unlocks. You're done when you get the next keycard. On the 66th floor, enter a bathroom stall, then follow the scientist to and around the next floor. Move north in the lab and then east to find a service elevator and take it up. From here the game will direct you rather well on what to do.

Tour #3: Scenic Junon, Cargo Ship, and Mt. Corel

In lower Junon, save the girl on the beach. Breathe out when the gauge is at the top. After resting, return to the beach and let the dolphin flip you twice. The events in upper Junon are straightforward. On the boat, talk to everyone several times; after the alarm sounds, enter the door downstairs. After exploring Costa del Sol, leave town. Go west and then north on a plateau to a mountain path. Follow the path and enter the cave to the north. On Mt. Corel, follow the top tracks, enter



■ **WELCOME TO THE GOLD SAUCER!** The games here are optional, but you can win special items and materia for fighting in the Battle Square and for racing Chocobos. Earn GPs quickly by racing high-class Chocobos. Remember that all ill effects (including death) from fighting in the Battle Square last only while you're in the arena.

the shop. To get a wig, visit the gym and compete in a contest. It will not materially affect your game if you lose the contest or if you get other special items. Return to the boutique to don your new outfit

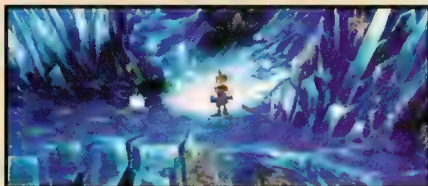
Sewers/Train Graveyard:

To leave the graveyard, find the trains in the northeast. Enter the longer one (third train down) to move it. Then enter the upper one. Climb onto the cars and head west.

Sector 7/Wall Market:

After climbing to the top of the pillar, visit Aeris' house and return to Wall Market and buy batteries in the Weapon Shop. Go to the mansion and follow the kids east to some pipes. Use batteries on each

know nothing about her to get the next card. On the next floor, read the plaques outside each library. Look at all the files and find the one that doesn't belong in that room. Take the file number and count that many letters



■ **SAVE POINTS** Monster-rich areas near healing facilities, like this one in Gaea's Cliff, are especially nice if you take the time to fight and gain experience.

MINITOUR #2: THE GREAT OUTDOORS

Leave Midgar (walk toward the front of the screen). After visiting Kalm to the north, head east to the Chocobo farm. Buy some greens and a Chocobo Lure materia. Equip the materia and walk on the tracks outside. When a Chocobo appears, feed it some greens and kill off its companions to catch it. Ride it southwest through the swamp. Get off on the grass near a cave. Go through the cave, south to Fort Condor, and then west to Junon on the coast.

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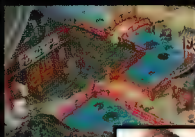
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LOVELY YUFFIE, MATERIA THIEF

Yuffie wanders the forests in the southern areas of the two main continents. If she's in your party, she will steal your materia when you visit Wutai. To retrieve the materia, you must hunt her down in the town: Talk to everyone; find her father lying down in a house and talk to him until Yuffie appears; get a materia from a shop; then chase Yuffie until you find her behind a screen in the house near the entrance.

Then search the pot outside the restaurant. Follow Yuffie and pull the lever. Pull it again to escape. Find Yuffie again in the building to the left near the pagoda. Ring the bell and then go through the new door. Finally, go to the statues toward the north to find and save Yuffie.

If you want Yuffie as a party member after all this, *don't* use the save you are offered. Instead, talk to Yuffie and tell her that you aren't interested, then that you are petrified. Afterward, pick the lower, upper, and lower responses (in that order) to the three questions.



the brown shed, and turn something. Take the lower tracks to North Corel

Gold Saucer and Prison:

In North Corel, follow the Gold Saucer sign to reach a tram. Take that to the saucer (make sure you have at least 3,000 gil). Visit the Wonder Square and then the Battle Square. You'll land in jail. Find Barret and talk to Coates in a trailer to the south. Leave through the gate to the north and go east through the space in the fence for a fight. Talk to Coates again. Race the

Chocobos on automatic; the game soon lets you win.

Gongaga and Cosmo Canyon:

Take the buggy south over the river to Gongaga and explore. Then head south to the coast, far to the west (cross another river on the way), and then east and north through the mountains to Cosmo Canyon. Visit the observatory. Follow Bugenhagen to the Cave of the GI.

Nibelheim and Rocket Town:

Head north to Nibelheim. The combination



for the safe in the mansion is R36, L10, R59, R97. You must press OK after you get to each number. If you overshoot and backtrack to a number, the safe will not open. Head north out of town and follow the paths to a cave. Take the ladders and pipes down, fight the boss, and take the exit he was blocking. Proceed west and then northeast around the mountains to Rocket Town. Find the plane in Cid's backyard, visit him in

the rocket, return to his house, and follow the events from there.

Tour #4: Air, Sea, and Snow

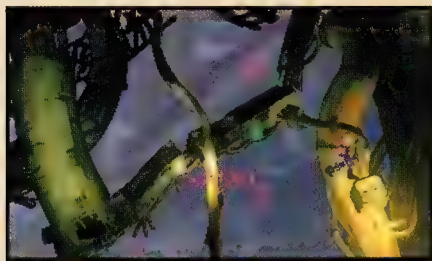
Glider: Steer the plane from Cid's backyard to the western edge of the river that runs through the continent you were just on. Follow the river to the Gold Saucer area, get off the plane, and visit the

PLAY IT AGAIN, CLOUD



Later in the game, acquire special items by playing Tifa's piano in Nibelheim. You may have to play several times. Play Cancel, Switch, Menu, PgUp +

Menu, PgUp + Switch, Cancel, Switch, Menu, PgUp + Cancel, OK, Cancel, Switch, Cancel, Start.



■ **CHARGE IT UP** Use batteries on these boxes along the pipes above Wall Market.



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house to the southeast. Go to North Corel, hop the tram to the Gold Saucer, and examine items in the museum in the Battle Square. Fight for the keystone. Try to leave the Gold Saucer and follow the events from there.

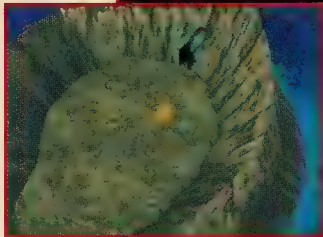
Temple of the Ancients:

Head southeast to the island south of Junon. In the temple, catch up with the old man. In one area, you must navigate past boulders on a slope. Wait for one that doesn't roll you over; when it passes, run to the next one just before its depression arches over the ground so you can kneel. Continue until you reach the old man. From the clock room, visit the VI room. Catch the old man as he emerges from an exit (by walking into the one he's leaving). Go through the now-open doors. Then go to the XII room.

Bone Village and Forgotten Capital:

In the glider, go west along the river cutting through the western continent and then north and east to the southeastern coast of the northern continent. In Bone Village, have diggers look for the Lunar Harp southwest of the tent on the top level. Head through the forest (enter it in Bone Village) to the Forgotten Capital. Explore all the buildings, rest, and then explore the one in the middle (at the end of the path heading north) again.

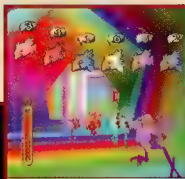
Icicle Inn and Great Glacier: Explore the village in the western area of the northern continent. Get the map from the wall in one house and the snowboard from the boy in another. Take



CHOCOBO FARMS

After you acquire Highwind, rent stables and start breeding Chocobos. To increase the odds of breeding success, race your mating Chocobos to improve them to A class, but only after feeding them lots of special greens to max out their stats. The Chocobo Sage, in a canyon east of Icicle Inn, is a good source for the Tantal and Sylkis greens you'll need. If you don't succeed on a breeding attempt, return later and try again. Different colored Chocobos can reach places you can't otherwise explore. To get green and blue

Chocobos, mate average males from around the Gold Saucer with great females from Mideel. Mate a green and a blue to get a black Chocobo. For all of these matings, feed the birds a carob nut (steal it from a large monster roaming the grasslands south of Bone Village). For a gold Chocobo, mate a black Chocobo with a wonderful one from the southwest part of the north continent. Feed them a zeio nut (steal it from goblins on the forested island northeast of the farm). The best kind of Chocobo is a gold one, which can reach all areas in the game (except underwater, but you have a sub for that), including this extra-special materia cave in the far northeast corner of the world.



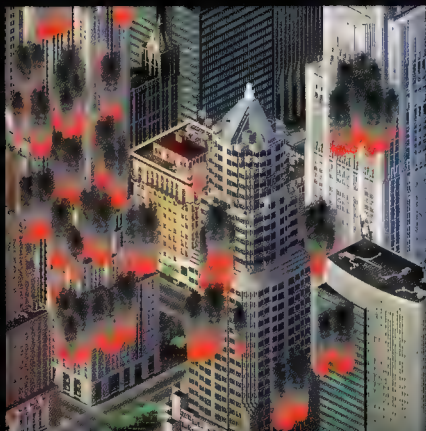
RACING CHOCOBOS

First, maximize your Chocobo's statistics with greens, then race it at the Gold Saucer. Use the manual mode to speed up and sprint or to slow down a bird that's going too fast. Forget the directional buttons. Throughout the race, hold down the **Target** and **Push** buttons to slowly replenish the red stamina gauge.

to the slopes (there is no penalty for doing poorly). In the Great Glacier, look at your map whenever you're on a screen with a landmark to determine where to go. Your objective is the house with the check. Don't worry, though; if you wander around for a while, you'll simply pass out and wind up at that house. Head north to the cliffs

Gaea's Cliff and Whirlwind Maze:

Bring your body temperature up on the ledges, then climb where flags appear. Explore the caves (push a boulder in one and break icicles in another) along the way until you reach a crater. Enter the crater. You'll reach a mountainous ridge that's surrounded by high winds. In each of several screens here, you must cross a gap. In each case, wait for the wind (haze) to die down, wait for a gap in any funnels or bolts, and run across.



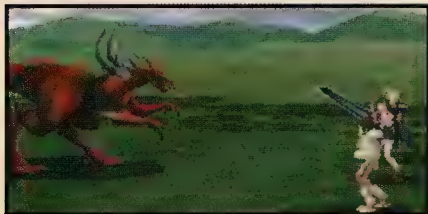
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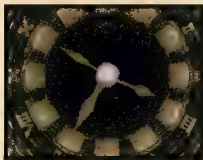
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■ **NOW YOU'RE MY SNACK** Steal carob nuts from this monster south of Bone Village, but be careful.



■ **BRIDGE OF TIME** In the temple, manually set the clock hands so that they function as a bridge to each room.

Tour # 5: Back to Junon

Junon and Mideel: Get Barret to the airfield and release Tifa from the gas chamber. Use Tifa's feet to bring the dropped key close to her. Then bring her feet to her head to transfer the key to her mouth, etc. Turn off the switch, exit the room, and shimmy down the tower.

Head toward the ocean and crawl up and along the cannon. Fly to the island south of Fort Condor and explore the town to find Cloud.

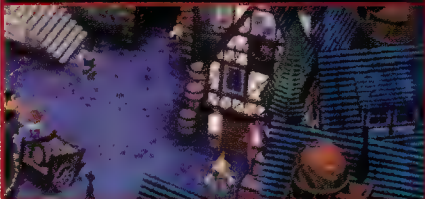
North Corel Train: Follow the tracks north in North Corel to the train. Use the levers

steadily to catch up and jump on the other train. Walk toward the front. In battles, don't summon or do anything that takes too much time. Operate the levers methodically to slow the train (try different combinations when moving the levers).

Battle in Fort Condor: Go to the top of the fort and agree to fight. Bring lots of gil (20,000–30,000 should guarantee victory). Place tritoners near the battle line and protect them with some fighters, attackers, or defenders. Place fire catapults behind them as well as more fighter-types and shooters. You can place only 20 units at a time. Let the enemy come to you. Replace dead troops immediately. Afterward, talk to the man at the table downstairs. Return to Mideel; visit Cloud and Tifa.

Junon Submarine Chase: Get into upper Junon (use the elevator). In the alley with the drill sergeant, enter the door to the west and work your way down. In the room with the red button, press it and leave the room. At the dock, board the gray sub, read the

RUBY AND EMERALD WEAPONS

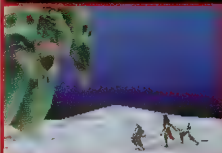


When monsters are named after weapons, you know they're tough. Prepare to spend a lot of time fighting to master materia (fight in the forest around Mideel for decent AP growth and easy, fast combats), and at the Gold Saucer fighting in the Battle Square and racing Chocobos to earn special materia useful in these battles. Use weapons with elevated AP growth to make the best use of the enormous amount of AP you will earn from winning. The items you win from these battles can be traded to the man in Kalm who lives upstairs in the house by the bar.



Killing Ruby Weapon isn't too difficult, given the right spells and conditions. Give one character Knights of Round, Hades, W-Summon, and All with Revive. Link HP Absorb to Knights of Round. Distribute HP Plus, MP Plus (if you need it), and Speed Plus materia as well as Sprint Shoes, Ribbons, or accessories that protect from fire. Give everyone Mime or Master Command. Have the character with all the major spells kill everyone else off in an easy combat. This is because you can't kill the Ruby Weapon until he has buried his arms in the sand and he does this only when one character is left. Then bump into the red monster near the Gold

Saucer. Revive everyone, cast Hades and Knights of Round and mime until the Ruby Weapon dies.



To kill the Emerald Weapon, return to the underwater passage of Junon and morph a Ghost Ship (morph works only if it's the killing blow, so you

may have to try this a few times). Bring the item you get to Kalm and give it to the man upstairs in the house to the right of the bar for an Underwater materia. Equip this. Give one character W-Summon, Master Summon linked to HP Absorb, and Knights of Round attached to MP Absorb. Give at least two people Final Attack linked to Phoenix or to Revive. If you link it to Revive, equip Mega All as well. Use HP Plus, MP Plus as necessary, and Speed Plus as well as Sprint Shoes. Everyone should have Mime or Master Command equipped. In combat, cast Knights of Round twice with W-Summon and then mime it until the monster dies.

Another approach to killing the Emerald Weapon is to give characters Final Attack linked with Phoenix or Revive, HP Pluses, and then load all remaining materia slots with mastered Counter Attack materia. (In this case, by the way, it makes sense for everyone to use their ultimate weapon.) Use combat turns to heal and revive, and otherwise just let your characters bang away on the monster every time he looks at them the wrong way.

VAMPIRE WANNABE VINCENT

Open the safe in Mideelheim, where the curved wall on the top story of the Mideelheim mansion hides a secret door leading to the basement, and another secret. Examine the coffins. Talk to Vincent about Sephiroth. Then talk to him again and ask him who he is, if you want him to join your merry band.





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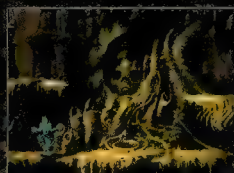


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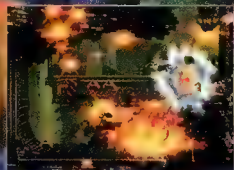
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manual on the bridge three times, and chase the red submarine. In this "game," maneuver your sub directly behind the red one. Stay on its tail (only small movement adjustments should be necessary) and shoot it repeatedly to sink it. Later, search the ocean floor off the Gold Saucer area to find the sub and recover the materia and to explore a sunken plane. Steer the sub far north (as close to the northern continent as you can) until you see a beach (roughly the middle of the southern edge), then submerge. Find the passage between the cliffs and follow it. There should be a tunnel to the west. Go through this tunnel and take a right at the end. Keep going until you find and retrieve a key.

Tour # 6: Rocket to the Forgotten Capital

Rocket Town: Enter the rocket. The password code is **OK+Switch+Cancel+Cancel**

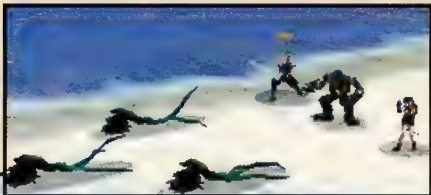
Cosmo Canyon and the Forgotten Capital: Talk to Bugenhagen in Cosmo Canyon and return to the Forgotten Capital. Visit the

building north of the one with the save point. Afterward, fly the Highwind toward Midgar. North of town, land and go to the coast to fight the Diamond Weapon. Visit the northern crater and then fly over Midgar to parachute down.

Midgar: Go to the alley

where your friends are and talk to the one by the door. Descend and make your way to the save point in the east. Crawl through the duct here to some tunnels; head north and see where the paths take you. Take the one leading to the street. Climb the stairs to the north and fight Hojo.

Northern Cave: You should be hovering over the crater on the northern continent. Take the ladder down or return to the ship to leave. When you like, return to this crater, descend, and enter Northern Cave. Find the save crystal in



■ **BEACH PLUGS AND WHITE WIND** Manipulate beach plugs (on the southern and eastern coasts of the western continent) and zenzelets (near Junon) to learn Big Guard and White Wind, two of the most useful enemy skills.

the first chest. At the latest, use this in the area where your friends reunite with you for the second time.

Only after saving your game, descend the floating stairs to reach the final combats, where every party member should be wielding

his or her ultimate weapon. In the penultimate combat you may have to use more than one party to fight. Keep your strongest party together and have them do most of the dirty work. Switch to the weaker party to finish off what's left. Good Luck! ■





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...THE CONTROLLER HARD RIGHT AND YOUR BIKE MOVES HARD RIGHT TO AVOID A FILL-UP

...THE CONTROLLER HARD LEFT AND USE MUSCLES YOU NEVER KNEW YOU HAD AS YOU DIVE INTO A LOOP-TO-LOOP

...THE CONTROLLER HARDLY AT ALL AND COMMAND THE GAME WITH EVER SO SUELTE MOVEMENTS THAT'LL LEAVE YOUR OPPONENT IN TEARS



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The **Big Bang** Theory

by Tim Carter

Artillery Is

the King

of the

Chinese

Battlefield

Only a fool would have forayed out in **PANZER GENERAL II**

without adequate artillery support, which—despite the protests of weaker minds that inhabit certain newsgroups—was of considerably more use than air power. Thus, a smart general could gain a significant advantage over many foes simply by properly constructing his core forces. PEOPLE'S GENERAL makes the artillery vs. air power argument moot, as the series' designers have clearly come out in favor of artillery—mostly by downgrading U.S. air power in a potential Chinese conflict.

Other aspects of this game series survive intact—infantry digs out entrenched infantry, tanks smash hard targets in the open—which means that you still need a combined-arms force to match the appropriate troops for each type of attack. During the course of a turn, the trick is to orchestrate your matches in a way that “unpacks” the enemy’s defensive network. For instance, one might use artillery to destroy any air-defense units, suppress enemy artillery, and weaken entrenched infantry (useful, those guns) then use infantry to clear dug-in soft targets and use helicopters to blast hard targets (especially tanks). Your armor, oddly

enough, is most useful at racing through the newly cleared battlefield to establish a defensive screen against counterattacks during the enemy's turn.

In any turn-based game, the mark of a good general is the ability to engineer a situation favorable to him at the end of the *other guy's* turn. PEOPLE'S GENERAL is no exception. For



■ **MY GUN'S BIGGER** Our MLRS mobile artillery may look a little funky standing next to these tanks, but it can move and fire with the best of them.

instance, you should invite counterattacks but place blocking forces (especially low-visibility tanks) in ambush positions. Ambushes lure out tough enemy units, pin them down, and give you a free shot. For these reasons, dedicate as much effort as you need to dispatch any and all enemy recon units as quickly as possible. Also, make sure your forces are properly protected by the end of your turn, usually behind a screen of tanks covered by—you guessed it—artillery.

If you want to have any sort of air force by the end of the game, be frugal with your air attacks. If the enemy has a major surface-to-air missile (SAM) presence, you should wait until at least some of these AA units are within range—say it with me—your artillery; and then wage a systematic Wild Weasel/bombardment campaign to wipe out the entire SAM network quickly. If you don't want to devote a turn to SAM-bashing, mark where the AA units are and then operate outside of their range.

Any unit may take possession of an objective and its potential bonuses, and since artillery can move and fire at will, it's perfect for the job. Besides, you wouldn't want to waste an attack-capable unit behind your front lines, now, would you? ■

PEOPLE'S GENERAL makes the artillery vs. air power argument moot, as the series' designers have clearly come out in favor of artillery.



Air Superiority

Like oversized joysticks for crazed flight sim fanciers, big artillery pieces

have a disturbing attraction for some war-gamers. Artillery would seem to have a lot of advantages in the PANZER/ALLIED/PEOPLE'S GENERAL world, because you never have to worry about being rained out or shot down by AA or SAM fire. Methinks, however, that Comrade Carter has been training too long with his buddies in Siberia, if he thinks that his rolling guns will ride roughshod o'er the free world.

Artillery, you see, shares one problem with aircraft: It cannot fire at that which it cannot see. And while I love the new recon units and their increased

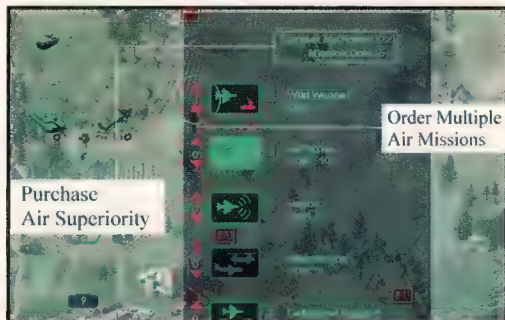
ranges as much as anyone, they aren't always available to cover the entire front. And when you do find things at the extreme edges of your recon range, you can often hit them a lot easier with air units than with artillery. While I would never throw them around recklessly, air units do a lot better job of providing recon than do artillery units, particularly in rear areas where aircraft are relatively safe from enemy SAMs.

I love choppers, partly because an aviator acquaintance of mine once insisted that they violate the laws of aerodynamics. PEOPLE'S GENERAL isn't a flight sim, but it does give the attack helicopter its due as a flying tank, and there are few sights more enjoyable than busting up an enemy's armored column with a few whirlybirds. They are also very effective when used against SAM sites, and a veteran chopper even has a decent chance when attacking a mobile air-defense unit. Finally, helicopters are more like tanks than you think. Requiring virtually no support, they do a remarkably good imitation of an armored group's classic elastic defense, buying you time to rush ground units to the threatened area.

If you are going to use air units as more than a spice—which you really must, if you are playing the U.S.—you need to bite the tracer shell and pay for at least 80 percent

air superiority. This allows you to move your fixed-wing aircraft and choppers more often, and to the full extent of their range. It also restricts aircraft movement by the enemy.

Finally, I'm glad to agree with Tim that any unit can now capture an objective. Where



■ **SCREW THE BUDGET** Even though it costs quite a few prestige points to achieve air superiority, it's worth it to be able to use your air units to their full extent.

I'm happy to disagree is that I feel you should be using air-mobile units (instead of artillery) to capture out-of-the-way objectives. It's a wonderfully nasty thing to do on the last turn or two of a scenario. With that thought in mind, I'm off to jump-start my chopper blades—seems like someone is shelling my cities. ■

“

There are few sights more enjoyable than busting up an enemy's armored column with a few whirlybirds.

”



by Terry Coleman

Caissons

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but They

Don't

Rule

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...THE WHEEL RATTLE IN YOUR HANDS
AS YOU CRUSH ROCKS WITH YOUR
MONSTER TIRES

...THE JOYSTICK SNAP WITH THE
IMPACT OF A ROCKET RIPPING
INTO YOUR TANK

...THE INTOXICATING POWER OF
BEING TOTALLY AND COMPLETELY
IMMERSED IN THE ACTION



Force Feedback Wheel



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Finding Sanity in SANITARIUM

by Robert Coffey

Find Your Way

Out of Madness

With Our

Roadmap

to Sanity



■ **SHOCKING BEHAVIOR** To finally leave the "children of the corn" small town, you'll have to introduce mother's meteorite to the space-age benefits of high-voltage electricity.

Going insane trying to make your way through SANITARIUM?

This no-frills guide picks up where the first chapter walkthrough in the game manual leaves off and takes you through the game's first half. A warning: This guide leaves very little to the imagination. Also, it should be understood that you should talk to everyone about everything at every opportunity.

The Innocent Abandoned

Clear up your identity problem by talking to the two kids playing tic-tac-toe and to the girl jumping rope near the school. Now you can pump everyone for information and play a rousing game of tic-tac-toe. Head south and talk to the boy fishing near the shore.

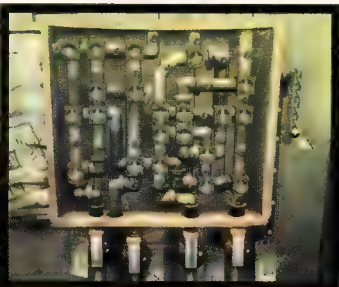
Ring the church bell with a nearby rock. Go back to the shore and snatch Timothy's

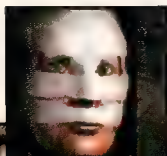
discarded fishing rod. Back in town, ride the spring pig in the playground, take it, then head north to the bridge. Fish the cross out of the river.

Head to the cemetery and get the crowbar from the maintenance shed to rip open the schoolhouse door. Back in the boneyard, talk to all the kids, beginning and ending with Dennis, the kid by the gate. Accept his hide-and-seek challenge. Kids can be found in the barrels by

WATER TORTURE

The water valve puzzle in the courtyard is one of the most challenging in the game...unless you just copy this screenshot. Don't forget to pull the chain.





■ **HELLO, CREEPY** Yeah, basically everyone in **SANITARIUM** is pretty hideous, but you'll have to make a point to talk to everyone if you want to make any progress in the game.



the fishhouse, in the church, in the school, up a tree behind the church, and under the bed in the house across the bridge. Still, Dennis won't give you your prize if you don't find the secret weapon.

Borrow the shovel from the little girl near the feet of the statue, then dig up Carol in the graveyard. Get the keys from Dennis, open the General Store, and grab the gas can. Use the spring pig to bounce over the collapsed bridge, talk to Maria, and open the lock on the gate (remember that psalm?). Take the scythe and work your way to the pumpkin patch, killing crows along the way.

In the patch, avoid Pumpkinhead and slice up the circle of pumpkins. Once they're destroyed, one mighty hack should take the bad guy down. Open the gate, get the jumper cables from the tractor, then enter the barn for a long talk with Mother. When you're done, get the tool, and use it to get

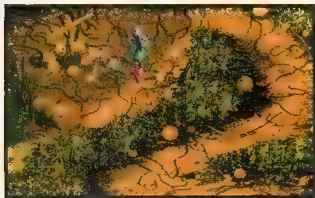
the hose from the pool near the town hall. Siphon gas from the car with the hose and gas can. Fuel up the generator near the barn, attach the cables, and power it up. Stick the cross into the meteorite, then attach the cables. With Mother gone, it's time to leave town.

The Courtyard and the Chapel

Talk to everyone. Inside the church, Preacher Bob will give you a quest. Go to the record room and play *Belladonna in A Flat*. The lunatic in the tutu will dance, revealing the cross. Bring it to Bob, then use the oomph he gives you to open the control box. Manipulate the controls so only the third pipe fills with water. Yank the chain, then look in the fountain

The Circus of Fools

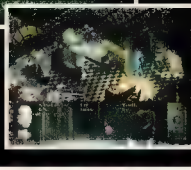
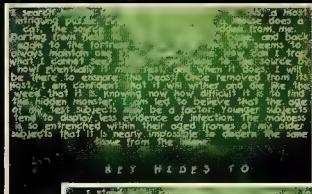
Look through the binoculars, then talk to the ringmaster. Talk to the tattoo artist on your way to the midway. Use your Squid Squash pass, then play all the other games, collecting a bowling pin and at least 10 tickets. Cross the bridge, meet the O'Leary family, and snatch their oil can. At the Big Top, talk to everyone and receive a ball from the juggler. Return to



■ **SMASHING PUMPKINS** You can whack away at the pumpkin-headed scarecrow all day, but he won't die until you destroy that ring of pumpkins first.

THE PUZZLES CHALKBOARD

Faced with the chaos and carnage of the laboratory, your character begins to wonder if he's the only madman in the asylum. While the scribbling on the chalkboards may at first seem incoherent, the words hold the key to both your nemesis' motives and the door out of the room. Clicking the first letter of each sentence drops it to the bottom of the board, where you must unscramble the letters to form the words in these screenshots. When you've done that, access the security box by the exit door, speak the phrase "Youth hides the key to salvation," and you're on your way to Chapter Six.



the tattoo wagon and get the needle and rubbing alcohol. Now Inferno will teach you fire-breathing and give you a baton.

Enter the freak show, use the needle to free Timber, then walk to the carousel. Oil the carousel lever and enjoy a ride. Use the ball on the clown and you may enter the House of Horrors. You'll find a piece of mirror before exiting. After your fortune is told, you'll be teleported to the Big Top. Return to the O'Leary's, examine the nole Timber dug, then jump in

The Hive

Take the security harness from the dead bug, then find Gravin before entering his pod to take his tools and sledgehammer. At the furnace use

the sledge on the patched pipe. Take over the bellows and overheat the furnace. Snatch the mechanized arm left over from the vaporized bug and then solve the control panel puzzle (see Dragonfly Puzzle sidebar).

Talk to the big bug at Gravin's post, then talk to Gravin in his hut. Try to enter the Queen's chamber and then return to the big bug and request an upgrade. Talk to Gravin once more and then return to Chik-Tok for the upgrade. Use the arm from the furnace on the scanner behind the bug to prove your age. Grab the claw

THE MANSION

Leave the basement and get the brass key from the second-floor bedroom. Unlock the downstairs clock and set it for dinner time. Take the video and key from the now-opened study upstairs to watch the tape and unlock the attic door. Search the hear, use the trampolining to hop over the boxes, then unlock the chest. Follow the ghost downstairs and give the doll to Sarah.

THE CAVE

Use the mirror on the twigs to light the cave and your fire baton. Move slowly through the water, burning the tentacles on your way. Avoid the falling stalactites by watching for the spray of pebbles that precedes their plunges. When you find the Squid Boy, stand just around the corner from him and note the pattern of his deadly squid spit. After he does a triple spit, dart around the corner, move in, and hurl the Squid Boy three times at the giant eye.

from the wall and head for the Queen's chamber.

Use the claw to cut down a bottle and take it to Gravin. He'll open Gromna's pod for you. Use the key under Gromna's pillow to open the safe and get the sound generator. Use it on the dripping transport tube in the Queen's chamber.

Listen to the children's song in the hive, then match it on the grub control panel to open the elevator. Use the tools on the machine by the mutant Cyclops. Remove the machinery and take it back to Gravin, who's working near his original post. Toss the machinery to him and return to the hive. Climb the rope and use the machine attached to the cables to activate the portal.

The Morgue and the Cemetery

Turn the upper right wheel on the morgue door three times and then pull the lever below it to the left. Do this three times. Then repeat the process, pulling the lever to the right each time. With the gears now in place, pull the left side of the center wheel.

Grab the bust, urn, and matches in the office. Throw the bust at the



■ **WHEEL OF TIME** Sure, there's a tricky way to solve the spinning wheels of the Aztec calendar puzzle. But it's easier and faster just to work your way methodically from left to right until the images line up.

cracked wall twice. Walk through, turn the valve, and retrieve the U-joint. Get the wrench from the toolbox in the crematorium. Start the oven, open the door, and toss in Corpse 7. Shut the door, reopen it to get the glass eye, and fill the urn with ashes. Use the wrench on the pipes in the hallway and install the U-joint.

Rescue the guy in Drawer 5 in the morgue. Climb in Drawer 7, light the matches, and then use the glass eye to

decipher the scratches. Use the ashes on the broken headstone in the cemetery. Find the tree with the blinking face and talk to it. When you get the prism, use it on the sunbeam to open the Aztec temple. To solve the calendar puzzle, arrange the symbols in this order: mountains, sun, star, eye, pyramid.

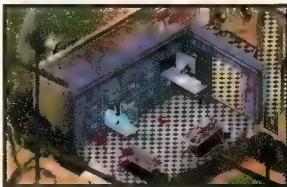
The Lost Village

Go up the stairs by the sacrificial altar and talk to Quetzalcoatl. Knock over the statue blocking the flow of lava. Talk to all six ghosts. One ghost, Tepictoc, challenges you with a test. In the village, grab the copper bowl and

then talk to everyone. Return to Tepictoc and push over the totem. Cross the totem, remove the boulders, and rescue the girl. Return to the Temple of Wind and bang the gongs from largest to smallest to get the wind totem.

Examine the panels on the Temple of Water and then talk to the witch behind the Temple of the Jaguar. Revisit Tepictoc, his wife, and then the chieftain to recite the warrior lineage: Xilonen, Ometoch, Tepictoc, Centeotl, Hutzilop, Mixcoatl. Go press the Water Temple panels according to the order in the Creed and retrieve the water totem and fish from inside. Deliver the Mote of Might from the tree in the lava to the witch.

Collect the witch's blood in the copper bowl and get the crystal heart from his hut. Use the blood and heart to enter the temple; then spin the wheels on the wall to match the order of the symbols on the outside steps. Take the totem. Place the totems in the base of the blasted statue of Quetzalcoatl, their positions mirroring the temples' locations in the village, and solve the maze.

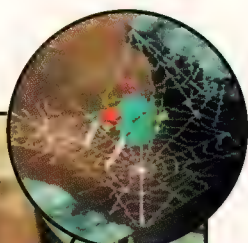


■ (ABOVE) CHECK YOUR DRAWERS

Searching every space is vital to success in SANITARIUM. You'll need to keep a (glass) eye open for every clue, especially in the drawers of the morgue.

■ (RIGHT) IDENTITY CRISIS

You'll have to switch among all of Max's personas to beat the obstacles in the gauntlet. For example, only little Sarah can safely cross this delicate spiderweb bridge.



THE LABORATORY

Make your way to the cupola office and investigate the portrait on the wall. Take the pipe valve and go outside and up the stairs to the machine. Insert the valve in the hole in the wall and turn it. To release the ball, turn the wheel so the electrode without a contact is in the 12 o'clock position. Pull the handle, then turn the electrode one position clockwise before pulling the handle again. Do this for every position around the wheel until the ball drops and opens the lab door.

Inside the lab, listen to the tape recorder on the desk. Solve the chalkboard puzzles (see sidebar) then enter the code in the security panel next to the door. Open the door and continue your journey through madness.

(see sidebar) to enter the next chapter.

The Gauntlet

You must use inventory items to switch identities in order to complete this chapter. First, cross the thorns to the pumpkin patch as Olmec, copying the pumpkin song to enter the patch and get the skull. Examine the nearby headstones and place the skull on the headless spirit. As Grimwall, open the coffin and get the head of the angelic statue.

Cross the thorn bridge as Olmec, switching to Grimwall to play the carnival game. As Olmec, press the red, yellow, green, and blue clown teeth, before climbing through the clown nose as Sarah for the angel wing. Return and cross the wooden bridge to the tower.

Still as Sarah, cross the spiderweb. Change to Olmec and depress the second, fifth, third, first, and fourth floor plates in that order. Push the giant head as Grimwall, then pull down all the impaled bodies to the other angel wing



■ DROPPED BALL

Opening the lab gate is a simple matter of figuring out how to release the clamps on this enormous ball. A simple, methodical approach will release it in no time.

Leave as Sarah and then enter the hive, operating the controls there as Grimwall. Get the mandible from the honeycomb, lift the grate, crawling through as Sarah. Use Olmec to cross the thorns and cut the cord with the mandible before returning as Sarah. Claim the last piece of the statue and return to the tower.

Reassemble the statue and go into the portal upstairs. You're now ready for your final showdown with Dr. Morgan. Good luck! ■

The Maze

From your starting point, walk straight, dodging the electricity that will bedevil you throughout the maze. Turn right at the corner, take a few steps, then descend the stairs to your left. Go left to the next flight of stairs and go down.



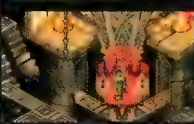
Follow the path around the right of the stairs. Jog to the right at the T intersection and follow the walkway to the stairs leading to the control panel. Press only the end buttons on the panel, then the blue switch.



Walk into the nearby electric patch and you're back where you began. Pull the arm on the statue to your left, then turn around and follow the path, passing your starting point. Take the stairs down just before the corner. Follow this path to the large pillar and pull the lever there.



Climb the nearby stairs and descend the second staircase right by it, making sure to pull the floor lever before trying to pass through the gate. Enter the large mouth and retrieve Quetzalcoatl's mask.



THE DRAGONFLY PUZZLE

■ 1. The object is to match the images on the wings to the images along the left edge.

■ 2. Press the green buttons along the dragonfly's back to move its wings over the lenses.

■ 3. Use the dials to change lens color and, therefore, the images on the wings.

■ 4. When you get a matched pair, slide the far left control arm to the pair matching the wings.

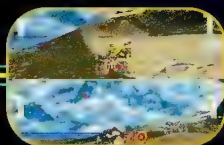
■ 5. Then press the two buttons in the lower right.

If you've succeeded, the written pair will turn green. Do this for each set of symbols. Note that the lenses need not be the same color.

**FINALLY,
NOT EVEN**



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Independent Means

by Thierry Nguyen

How to

Assert Your

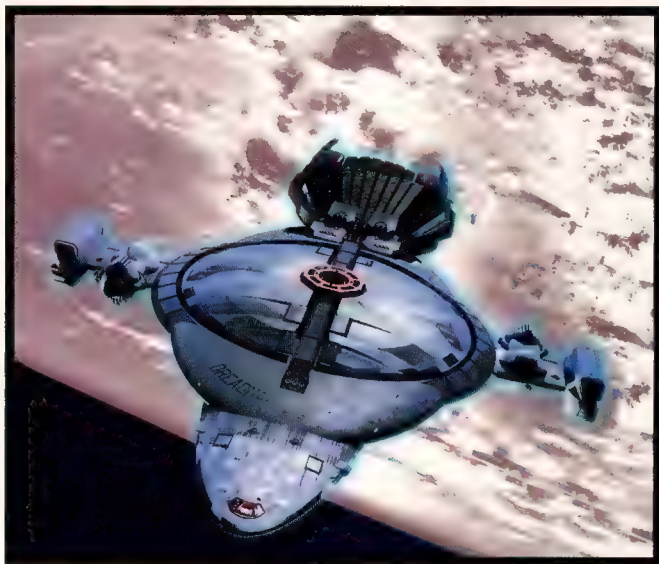
Independence

While Floating

in Zero Gravity in

INDEPENDENCE

WAR



Because **INDEPENDENCE WAR** features a **Newtonian physics engine** in addition to some deviously wicked mission designs, taking the typical space-sim approach will quickly get you killed. So, pay attention during training, take the time to learn and practice some new skills and maneuvers, and learn to appreciate that you're in a multipurpose starship, not a nimble fighter craft (with exceptions in certain missions)

■ **SIDESLIP** Note the vertical lines indicating my relative motion to this confused Indie ship. I'll use the lateral thrusters to propel myself leftward and try to stay confused on him.

The first thing you should do is set your joystick hat to control your lateral thrusters, because you can scroll through the contact registry with the <and> keys, and you really need only the WEP station view (not all the views the hat would give you). Lateral thrusters, however, are some of the game's most important movement factors, and



using the hat is better than using the S key in combination with an arrow key.

Slip 'n' Slide

The lateral thrusters and accompanying free-flight mode are what separate the captains from the admirals. It isn't too difficult to adjust to the inertia of the *Dreadnaught* as opposed to that of smaller fighters in other space sims, because just about anyone can point the hefty ship and shoot. Finesse with the lateral thrusters and maneuverability in free-flight mode are the skills one needs to practice.

The simplest task one can do with the lateral thrusters is the familiar circle-and-strafe. Keep your ship in automatic match-target-velocity mode, use your joystick to keep you facing the target, and your lateral thrusters to move about on either side. You'll find yourself circling the enemy ship, nose pointed at them at all times, with the computer automatically compensating in terms of speed. Lateral thrusters are key in maneuvering

Grand Slam

The real physics model of INDEPENDENCE WAR means that you have inertia, so use it. The dreadnaught is built with a shielding system that absorbs



■ **CHARGE LIKE A BULL.** At moments in which collision looks imminent, it's best to turn so that one side faces your opponent and activate your shield, so that any collision damage will be absorbed by your shield buffer.

damage to a degree; the shield can be intensified for a single second by pressing the **Insert** key. Many times, your 150-meter ship will encounter a craft that is significantly smaller than you. Use this to your advantage. When coming to close range, one way to damage enemies is to simply slam into them. If you're in motion, and you time the



■ **PERSONAL DELIVERY.** Use the REM missile for long-range attacks that call for a little finesse.

activation of your shield right, you can slam your ship into just about any enemy ship

without suffering too much harm. Against ships of equal or larger size, it works to disorient them. At times, you'll be outfitted with a more powerful Aggressor Shield, which is designed for ramming larger vessels

Fearsome Firepower

Since INDEPENDENCE WAR has fewer weapons than most

■ **UP AND OVER** The lines of motion here illustrate that I am maintaining my velocity while keeping my front on the enemy at all times, using the free-flight mode.

GYMNAST FLIP

The free-flight mode is the other necessary skill in space combat. When you activate it, your ship maintains its current velocity (speed and direction), no matter which direction you're facing. When you turn, other thrusters actively compensate for what you were last doing in order to push you in your new direction. You can change your heading while still going in the same direction. In a head-on pass, rather than charge in and then hurriedly turn around, try to steer yourself above your opponent, toggle on free-flight mode, and then keep your nose pointed at the enemy as he passes underneath you, creating a motion similar to a gymnast flipping over the bar. Once you've gotten yourself in a position behind your opponent, turn on assisted-flight mode, and you'll fly right on his tail. You can use the free-flight mode in order to "slide" around the enemy or turn had passes into well-done ones.



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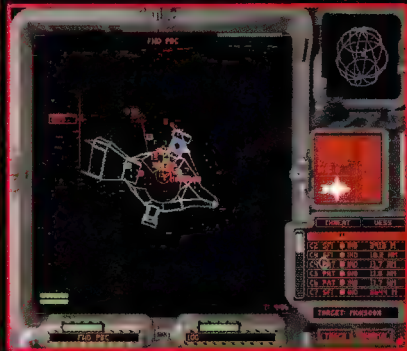
space sims, you need to learn how to use them for maximum effect. The PBC is your mainstay weapon. It has a decent range and great firepower. The PBC can be toggled to rapid-fire mode, which packs even more firepower, at the cost of range and durability (as it overheats easily in that state). In general, use the PBC when closing in, and the rapid-fire mode to shred them apart when you're toe-to-toe.

Missile weapons are limited in number, but have the advantage of range. The normal seekers are your typical

"fire-and-forget," and they are good for ranges of around 20 or so kilometers. The guided missiles pack more firepower and have a longer range; they work well when intercepting ships of equal or greater size, as you can try to direct the missile at the most vulnerable spot. Disruptor missiles are best saved for powerful foes, as they disable the enemy ship's weapons and engine systems. LDSI Missiles disable LDS drives, so if you want to be sure the enemy vessel doesn't flee, tag her with one of these ■

MAN THE STATIONS!

Of the four stations you can man, the WEP is the best one to use in combat situations, as it gives you an external padlock view to your target. The external view not only allows for much better situational awareness in combat, it also retains the functionality of your targeting display. The padlock aspect means that no matter where your target goes, the display rotates around appropriately to keep the target within sight. Finally, the WEP station allows you to toggle Ripple Targeting, which is a specialized targeting system when using missiles, such that your computer automatically acquires and locks onto a new target after firing a missile. You can rapidly fire a missile at every hostile in the area. This works well in large skirmishes or when you're surrounded by fighters. If you're not using the WEP station in the heat of combat, you won't be much of a success.

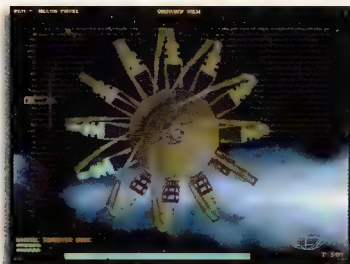


■ **FIRE WHEN READY** The main viewscreen pans around to keep the target in view. The Radar and Contacts List are still active, and the tracking mode in the corner denotes whether you're in normal or ripple fire mode.

How to Win the Toughest Eight Missions

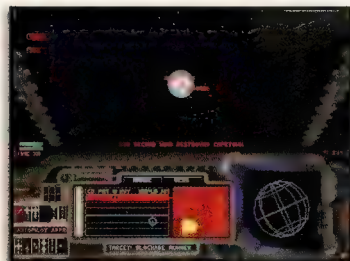
BROKEN CONTACT

Fly to the last relay location and follow the three unknown contacts. These turn out to be Indie ships, so blow them away when you're in range. Fixing the relay is a bit tricky, as you need to manipulate a probe into position. The probe is listed as a missile weapon, so press **Backspace** to load it, and then fire it. When you have control of the probe, use the thrust keys very conservatively and use the lateral thrusters to line it up with the spire in the middle of the relay. You probably only need to use your joystick to rotate the probe around for it to lock onto the spire correctly.



THE SIEGE

Following normal orders of upholding the blockade and making sure any Indie ships are destroyed is extremely easy. The Commonwealth Fleet at the blockade will take care of that. What you should concern yourself with are the three pieces of debris that fly through after the initial PatCom scout. As soon as they appear, immediately target Debris-III (it should be listed as a Command Module) and destroy it ASAP. Either fire missiles at it or catch up to it and shoot it down. It's the key blockade-runner of the entire siege, and if you didn't react in time, it will accelerate forward and reach its destination.

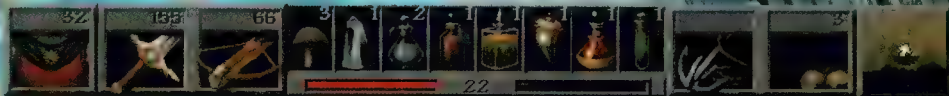




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Rediscovering what the
genre gives you explores
depths of enjoyment.

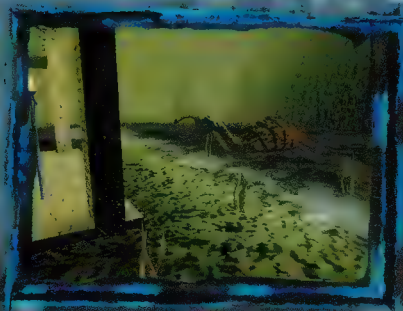
Dimensions, Indescribable Adventure



Real-time combat? Not a word. Instead,
what you need is your sword and a
quick motion mouse!



Intuitive, easy-to-learn challenge makes you
be the journey to the end of the world.



Discover the world of your
character, and you will see the power of
the world of your character.

EVACUATION

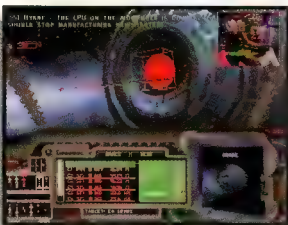
One way to make this mission a lot easier is to remote-control the small fighter ship docked at the Stealth Base and have it rip apart the incoming Indio ships. Regardless, the key here is that Evac3 *must* die, as its death is scripted and will trigger the rest of the mission to proceed. Don't worry about saving Evac3. Let it die in peace so you can dock in its place and save everyone.



SURGERY

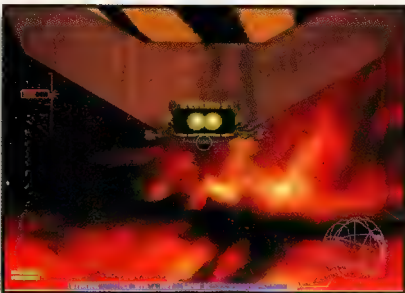
In this very straightforward mission, the EAD will keep on producing fighters until you make it stop. As soon as possible, target the EAD, and press the target key again to focus on its CPU in particular. Line yourself up with the CPU (it's the large red spot), and when the enemy fighters start emerging from it, fire a few shots at the CPU. You should destroy the CPU in short order, thereby reducing the number of enemy fighters in

the area. Be sure not to overdo the shooting of the CPU, as it's close to the antimatter section of the EAD, and that will kill everyone. Then, just mop up the fighters, and let the engineers fix the EAD.



PRECISION FACTOR

You must first dock with the Container Bucket at the station, then quickly maneuver yourself to catch the antimatter pod. Be mindful of the extra mass the bucket has when making maneuvers, and use the external views to help line up the pod with the bucket. A more advanced technique is to race into a position *behind* the antimatter pod and gently cushion it from behind. It's a bit trickier to pull off, but it lessens the danger of a head-on collision.



REBUS

This is similar to *Broken Contact*, except you need to hunt down the broken relay. When you find it, it takes on a new twist. After rescuing the station, start your search at the last location of the relay. Then, when you have the FTL signal strength, engage in LDS and go slow, around a speed of 10,000 or so at first. Maneuver

your ship around in all directions in this speed until you see the percentage climb. Speed up to about 50,000 and keep an eye on the reading. As soon as it starts to lessen, drop back down to about 10,000 and re-acquire the new direction. You will

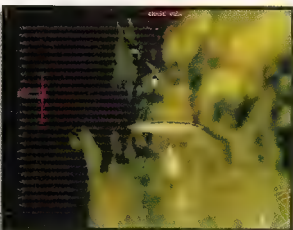


know you're on the right track when you run into enemy ships along the way. When you get to around 98 percent, you'll be in sight of the Stargate nee Relay. To activate the Stargate, fire at each orb until it becomes blue.

NEXUS

It's all about stealth for this mission. Proceed to the secret base at normal speed until the freighter arrives. Slide up next to the freighter and match speeds with it so that it overshadows your

presence. When it stops, separate the command section, go into free-flight mode (so that you use the engine thrust once to get a good speed going), and stealthily get in range to take photographs. Use the free-flight mode

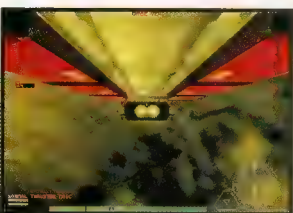


to keep emissions down, but if you're spotted, get ready to evade missiles and energy blasts.

CRUSADE

This is similar to *Precision Factor*, in that you need to attach yourself to a hefty ship to complete the mission. As soon as the mission starts, make a beeline for the freighter convoy. Pick any

freighter and initiate a dock with it. After docking, maneuver yourself to line up with the secret base. Then, just punch up the throttle as high as you can. It will take a while for the freighter to build up a decent



speed. Depending on how daring you are, detach yourself when you get relatively close to the base and punch up your own throttle in order to escape the blast of the freighter crashing into the base. Then just mop up any surviving enemy craft.



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"If Jacob's Ladder Was Really
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-J.O. Hertz, The New York Times

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Trust No One!

by Scorpia

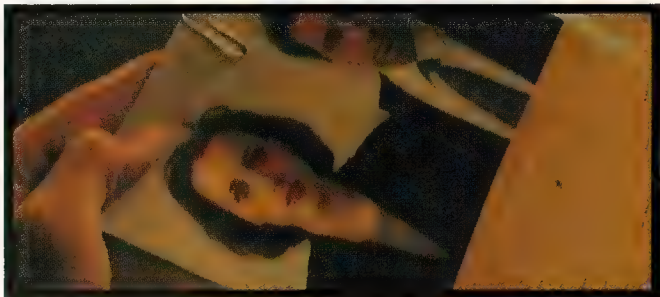
...Except Agent

Scorpia,

As She Unlocks

the Secrets of

THE X-FILES



THE X-FILES isn't a particularly hard game, but it can be a tricky one. Unlike other adventure games, it has none of the traditional puzzles we've come to expect in these games, and that can throw you off balance. Also, there are times when evidence or information may be a little difficult to

find or where to go next isn't obvious. Because THE X-FILES is linear, (it progresses from disc to disc with no going back), we'll look at it in the same fashion. That way, if you're stuck somewhere, you can easily find the section you need.

Remember to mail your notes to Skinner and Shanks

every so often. Whenever you to talk to someone, always click on any icons that appear in the upper-left

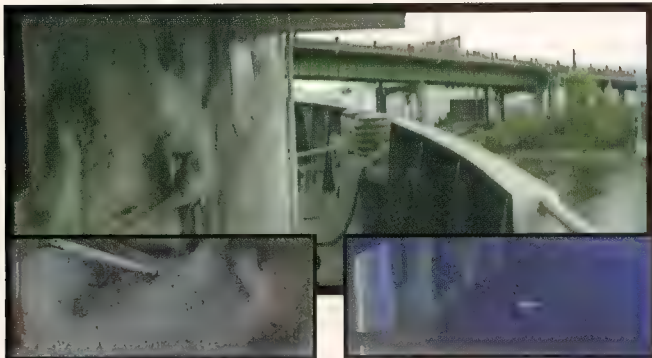
corner of the screen—these are important. Evidence or strange items you find should be brought to the Crime Lab; information you learn should (where appropriate) be run through your FBI computer station.

Disc 1

This is a short segment and, for the most part, it's simple. Everything you need to do here is obvious, since you're following the orders of your superiors. The one thing that might be a problem is the password for the computer. Check out the bulletin board carefully.



MAGIC BULLET This bulletin board holds the key to Willmore's password.



Disc 2

Examining Mulder's room

at the motel is a breeze, but you'll have to move around a bit to ensure you see and get all important items. Then give Scully's



room the once-over and talk to Skinner. Alas, there is no way to learn Scully's password, and whatever is in her laptop will remain a mystery.



It won't take long to obtain the address of the warehouse—your next stop. Here you must find four pieces of evidence: a bloodstain, a bullet, a cigarette butt, and mysterious black powder (all in the main room). The fisherman out back deserves your attention, too. As for the sedan you see on leaving the warehouse, it's pretty as a picture (though you won't learn much from it, sorry).

After chats with Skinner and Cook at the office, it's

time for night surveillance at the warehouse. I suggest that you don't enter by the front door this time, and don't use a flashlight. You won't learn much, but at least it's interesting. Sleep on it

Disc 3

The day begins poorly. Cook is out cold, Scully's laptop is gone, and the FBI lab in D.C. tells you that it's Scully's blood in the warehouse. You go there and find that the fisherman was bumped off last night. You do get to meet Detective Astadourian, your partner

for much of the game. There's not a lot to see on the *Agrippa*, only a slicker and some pills. Still, it's enough to get you over to the *Tarrakan*, a derelict ship, where you need to find something in the hold. Up on the middle deck, there are a couple of books, and you definitely want to go outside for a good look around. On the top deck are some fingerprints; no doubt you can think of someone to lift them

for analysis.

At the coroner's office, you'll learn some interesting information, which only makes things more puzzling, though. Astadourian has a plausible theory for it all. Ponder that on your way to the office.



something from the driver's cab. Make sure you're quick about it because the driver will return soon.

Next morning, Astadourian comes by with a videotape that shows the death of the truck driver and

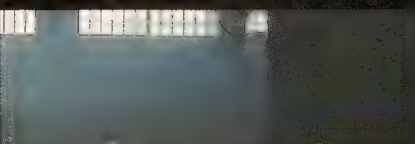
INSIDE THE WAREHOUSE...



In X-FILES, you spend a lot of time in this warehouse, looking at wonderful forensic clues like this bloodstain.



Same warehouse, showing location of bullet.



And location of this cigarette butt.



■ **BOXCAR SCULLY** It wouldn't be *The X-Files* without a few derelict boxcars. View them with binoculars from a telephone pole to find the train car you want.

someone who looks a lot like Mulder. A couple of faxes come in; be sure Astadourian sees those, too.

After a quick stop at the coroner's, you visit the trucking company. This is a dangerous place, but you're safe until you pick up something from the floor. So before doing that, pick up something else and look around for another exit from the room; you'll be needing it

Disc 5

Today begins with a raid on a new warehouse set



up by your partner Cook. This is where you get to do a little target practice. There's nothing fancy about it. Just be sure to ready your gun and click on Cook before going inside. Shoot three shots on

the first floor and two more upstairs.

Once Smolnikov is in custody, check out the first floor carefully. Besides the gun, you must also find something else (to read, not take). Have another chat with Cook & Co., then take care of the gun business. When all that's been finished, go home (hmm, quick day).

Astadourian shows up, and she's not happy. Then you get a phone call from X. Listen carefully. Sack out and go to your appointment the next day. Do not mess with X. He's not very patient, so tell him what he wants to hear and don't try following him out.

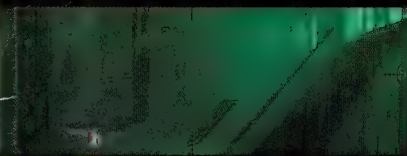
Disc 6

At the hospital, be up front with the manager (or whoever she is). Talking to Scully is tricky. After identifying



INSIDE THE WAREHOUSE...

Finally, you see this opened box with a mysterious powder inside and the crowbar (used to open the box) next to it. All four items must be found and gathered as evidence to complete the warehouse sequence.



Back to our favorite warehouse at night, we find a secret compartment in the floor.



One last warehouse joint for emphasis as we check out the hidden side of the truck to find this name.



BORN TO TRUCK Grab the shovel at the trucking office and use it before the bomb goes off.

yourself, you have to do what you just promised not to do; this does *not* involve saying anything from the topics box. Once Scully is convinced you're okay, you can question her about everything.

When you get to the railroad yard, it's easier to find the car you want by taking an aerial view. Unfortunately, there's not much to see inside it, but the bum you meet afterward has something you want.

When you play his guessing game, keep in mind he has something you want to *see*.

Naturally, you zip back to your office to check this out, and before long, with a little help from some friends, you're off to Alaska



■ **COLONEL RAUCH'S HOUSE** It's always fun to pull Mulder's chain, which we do here—literally—to find him.

Disc 7

The house is safe for the moment, so don't be afraid to go in. After you find Rauch, examine the vicinity for the way up to the attic. There you find Mulder, who will give you some explanations of what's really going on.

Then the NSA shows up, and you have to stall them while Mulder takes off. You don't want to go with these guys. You *might* be able



to run, but it's rather difficult. I preferred opening the French doors and blowing them away.

At the base, you meet up again with Scully. Keep your gun ready, as you'll be doing

some more shooting in here. Kill anyone you don't recognize. Be careful in your explorations, especially about what doors you open. Do not examine any shelves.

When you're attacked in the room with the cattle prod, *do not kill your attacker!* Incapacitate him instead. This is vital to successful completion of the game.

When you find Mulder and Scully together, the wise move is to run, and run quickly. After you find Scully again, go along with her plan. Be sure to check

out the equipment in this room. At the penultimate moment, when things look really bad, let someone else do your dirty work for you. Until next time, happy adventuring! ■

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Goal Oriented

by Joe Vallina

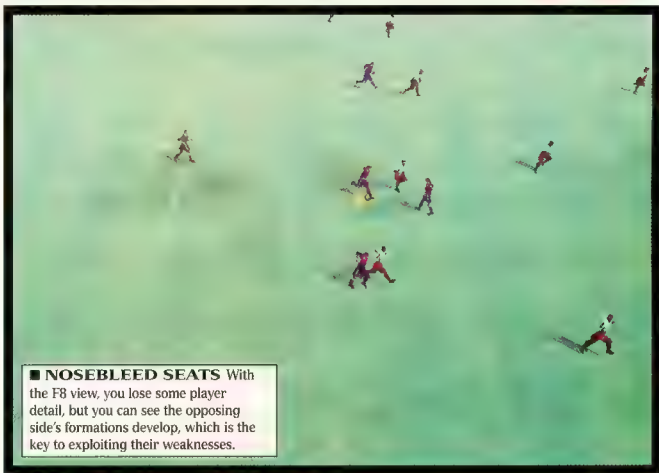
Winning

Strategies for

Conquering

FIFA ROAD TO

WORLD CUP 98



Fiercely competitive and challenging, FIFA ROAD TO WORLD CUP 98 is the best PC soccer game to date. There's nothing quite like playing your favorite team and taking it all the way to the World Cup championship game, and FIFA 98 gives you an unprecedented choice of players, teams, and game options with which to do so. If, however, you're planning on getting to the final round on the Professional or—God forbid—World Class level, it's going to take some special skills not outlined in the game's man-

ual. At this level of competition, it's not enough simply to be able to sprint and slide tackle. No, to turn your team into world champions, you've got to know how to fake out your defender with a 360-degree spin move, execute a lob kick to center, and put the ball away with a backward-facing heel kick—all while 11 vicious enemy players are gunning to stop you.

Take the Wide Angle

FIFA 98 offers a wide variety of views and camera angles, but, for my money, the F8 overhead view is the best. This view lets you see almost the entire pitch, and that makes it much easier to set up crosses and

downfield passes. You can also more readily spot holes in the opposing half's defense.

Practice, Practice, Practice

The training area in FIFA 98 is a very useful feature. There are few things more beneficial than being able to take your team to the training field and practice your moves without having to worry about being tackled at every turn. Begin your practice session with no defenders. Practice executing your moves (and combinations of moves) until you can do them with ease. Then, add a defensive player and try those moves against him. When you feel like you're getting it, up the difficulty level to Professional and practice some more. Keep adding defenders and upping the difficulty until you're confident with your performance.



■ **SPIN ACTION** Use the shift keys on your gamepad to add spin to the ball in dead-ball situations like this corner kick.

Special Moves

FIFA 98 has a myriad of possible moves and kick combos. I've found, though, that it's better to learn a few moves really well than to try to use every trick in the book. While you're looking for that special combo, the opposing side will have stolen the ball and gotten halfway to the goal!

The first things you should practice are your player's special moves, such as the walk-around, the 360-degree spin, and even the basic jump. We'll start with that

opposing players close to the goal. The spin will often throw the defender off just long enough for you to take a shot.

The walk-around move (hold the shift button while holding X) is when your player steps around the moving ball without touching it. This move accomplishes two things. It keeps the defender from knowing which way your player is going to pass the ball, and it usually keeps the defender from trying the tackle. Use the walk-around in combination with a forward crossing pass.

Hop to It

To be successful in FIFA 98 it's essential to be able to properly jump over intended slide tackles. At the higher difficulty levels, the AI is ruthless in its slide-tackling ability, and if you can't avoid the tackle, you're dead. Practice with one attacker and one defender on the practice pitch. Dribble the ball into the defenders' side until he comes up to tackle you. As he begins his lunge, press the Z button, without breaking stride, to jump over the defender's tackle.

Another move that works particularly well is the 360-degree spin move into a shot-on-goal. To do this, hold the right shift button on your controller while tapping the Y button for the spin, then immediately slide your finger over to press the C button as you release the shift. Practice this until you can do it without breaking stride. This move is especially effective when you are surrounded by

Dead Balls Are Killer

Whether they be corner kicks, free kicks, or penalty kicks, dead-ball situations are crucial in tight games. You can practice each of them in the training area. As with the other moves in FIFA 98, dead-ball kicks can be manipulated using the shift buttons on your gamepad. When it's time to kick, the red arrow will come up, showing the direction, height, and

distance of the kick. What many gamers overlook, however, is that by using the shift buttons you can manipulate the spin on the ball to make it curve while it's in the air. Logically, the left shift button makes the ball veer left, and vice-versa. Experiment with different angles and spins to find which work best with your formations. If done correctly, you can curve the ball directly to one of your players near the net for an easy header-on-goal (immediately hold the C button as you aim for the goal while the ball is still in the air).

On higher difficulty levels, don't hesitate to use the X key—your opponents sure won't. Most times, you can get away with a well-placed elbow (double-tap X when you're on defense). The spikes-up slide tackle, while effective, is a little more risky.

I should note that most of the strategies outlined here will also work for EA's newer soccer game, WORLD CUP 98. So lace up your boots, hit the pitch, and win one for your country! ■

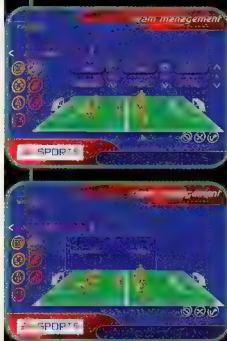


■ **GOOOOOOAL!** Add yourself to the roster, and you can score the winning goal in a World Cup game. Too bad the Spaniards didn't have me in the last World Cup.

DON'T BE A SAMPSON

Many FIFA 98 players make the mistake of ignoring the team management aspects of the game. (The same mistake former U.S. Coach Steve Sampson made in the real World Cup.) This is actually one of the game's strongest points, but it must be used effectively.

One thing I like to do, especially in the beginning of a game, is change my team's formation to four backfielders, one midfielder, and five forwards. This ensures that I always have men around the goal, and since the computer rarely, if ever, plays



five guys back, I always have an open man to cross to. I keep my back four in a sweeper formation to protect my goal from inside threats, and spread the front five out in a flat formation to thin out the other team's defense. Of course, the big risk in this strategy is that the other team will clear the ball into your goal area; the solution is to set your strategy slider a little toward the conservative side in order to prevent your back guys from coming too far forward, leaving an open goal.

Due to the AI's catch-up logic, it's very important to play a more conservative-style game if you have the lead going into the second half. The computer seems to always find a way to make that "miraculous" shot (usually a header off a free kick), so play back and take it easy with the X key.

While it might be exciting to try to go all the way with your sentimental favorite, the Burkina Faso national team (after all, wasn't grandpa from there?), you'll really have your work cut out for you against the big boys like France and Brazil. Even if your game skills are perfect, you can control only one player on the team at any moment, and if your computer-controlled teammates couldn't

THE RIGHT TEAM

win a schoolyard pickup match, you're toast. Also, because the computer takes into account individual players' agility, speed, shot power, and the like, just because you hit the right key combination for that incredible shot doesn't mean that your player can pull it off. So, if you want to have a real chance at going all the way, you need to play one of the standard World Cup contenders: Brazil, Italy, France, Argentina, England, Germany, or Spain.

While you're at it, be sure to go to the Player Edit area and add yourself to the roster. Putting your mug on the pitch is a simple matter of taking an existing player on the team, then changing his facial and hair styles (as well as his skin and hair color). You can change his number, too, should you so choose. There's no better feeling than seeing your own name listed as a goal scorer in World Cup competition.

Fighting the Good Fight

by Marc Duftz

A Crash

Course in

Learning

THE OPERATIONAL

ART OF WAR



THE OPERATIONAL ART OF WAR is easily one of the

most exacting and compelling portrayals of mid-20th-century warfare ever crafted. It also happens to be one of the most elaborate, highly detailed wargames on the market today—a complex battlefield simulation that models virtually every significant facet of an operational-level military engagement.

To better understand and appreciate this sophisticated simulation, we'll examine the system's intricate mechanics of play, in the process explaining many of the underlying concepts and disciplines being modeled and how they can best be put to use to develop a sound military strategy. We'll use the *Normandy 1944* scenario as the basis for our discussion.

The invasion of Europe permits us to examine a wide array of diverse military operations, ranging in scope and scale from air assaults to amphibious invasions, desperate defensive stands to fearsome armored breakthroughs.

LOWER THE BARREL

This British self-propelled artillery battalion can bombard the enemy from as far away as three hexes. In this case, however, you would employ it in a direct fire role against German units.



War as I Knew It

In many respects, OPERATIONAL ART OF WAR presents gamers with a much more realistic representation of the battlefield than any operational-level game before it. While most wargames portray combat in terms of either straight odds calculations or point differentials—comparing one side's attack value versus the other side's defensive value—designer Norm Koger takes a different approach. OPERATIONAL ART OF WAR assumes that the attacker will come under fire at some point during the battle, returning fire when the situation dictates. Likewise, the defender may have to launch a local counterattack to restore order along the front or fire from long range to break

up an enemy assault. So, when battle is joined, the system begins by analyzing the terrain, then takes into account a unit's attack and defensive strength when calculating the effects of combat, paying little attention to which side is supposedly attacking or defending.

In the case of armored units, most armored formations are assigned a much higher defensive value relative to their attack value. Does this mean that armored units are better equipped to conduct defensive stands than are other unit types? No, but it does mean that armored units stand a much greater chance of surviving over the course of multiple rounds of combat than do, say, infantry units, and they are less likely to withdraw when the firing finally abates. Of course, should the enemy possess strong antitank capabilities, then the armored units are more likely to suffer heavier losses and may sensibly withdraw before they can no longer function as a cohesive unit.

Gamers should strive to keep their formations together, keeping units of similar background color near one another to prevent them from being penalized during the combat phase. While this may not be an issue during the opening phases of a scenario, it poses a major problem as the campaign wears on. As the front expands, reinforcements eventually enter the fray, sometimes appearing within another army group's sector. What's more, local firefights can and oftentimes do develop, which may force units to retreat away from their parent formation. If clear-cut boundary lines aren't quickly established, it can become all too easy to mix up formations and lose track of your individual units.

In a similar vein, gamers should do their utmost to maintain divisional integrity, keeping all of the units assigned to a particular division within range of one another. Not only will their logistical situation improve, but it will also permit units to effectively and efficiently

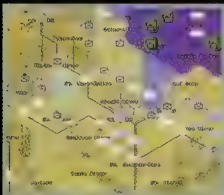
coordinate their battle plans. Typically, line units, such as infantry regiments and armored brigades, should be deployed on or near the front while support units—such as headquarters, artillery, and engineer units—should be deployed one or two hexes behind the front lines. On occasion, it makes sense to reinforce the supporting units with a small infantry detachment or, perhaps, deploy your armored reserves within the same hex, thereby giving these rather vulnerable units some additional protection should they fall prey to an enemy attack.



■ **MOVE OUT!** In this coordinated assault, the steel-colored flag signifies that the 90th Infantry can provide only limited cooperation, penalizing the attackers and potentially causing more harm than good.

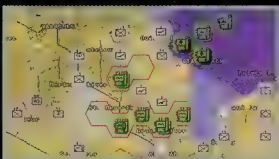
SAVING PRIVATE WHATSHISNAME

Conducting a nighttime airdrop is one of the most perilous types of military operations. Here, elements of the 82nd (All-American) Airborne and 101st (Screaming Eagles) Airborne scatter around their intended drop zones, splintering into several smaller units. When planning an airdrop, it's a good idea to drop your paratroopers first, then the glider forces, and finally the HQ. The pathfinders attached to the parachute regiments will be able to ascertain the enemy's whereabouts, scouting out good landing sites for the follow-on forces. Once clear drop zones have been established, you can then land your glider troops. Unless they run into unexpected enemy resistance, they should be able to land relatively intact.



Note that scatter probability is determined by lighting conditions, weather, and troop quality. For example, a unit is much more likely to scatter if it must drop at night and in poor weather.

Even the overall game scale has an effect on scatter determination. Scenarios spanning shorter time frames and smaller distances tend to adversely affect an airdrop, making it more susceptible to scattering.



You may have noticed that paratroopers can and oftentimes do suffer casualties during an airdrop. Drop attrition is based

upon unit type, the terrain and prevailing weather conditions. For instance, glider units will sustain far higher losses if they land in anything except clear terrain. An unlucky glider unit forced to ditch in a forest hex under overcast skies can expect to suffer up to 43 percent drop attrition!

Time to Kill

Terrain, troop quality, unit strength, supporting assets, intelligence estimates, supply, and other factors should all be taken into consideration before you can decide whether or not to give battle. Once you've given an operation the go-ahead, ask yourself if they are indeed committed to achieving the mission at hand. After all, seizure of an objective or the destruction of an enemy force can oftentimes come at a hefty price. Typically, the more determined the attack, the heavier the losses. Therefore, like their real-life counterparts, players are cast in the unenviable position of having to weigh the human and materiel cost of each battle versus its potential gain, deciding whether it's better to press home the fight or break off the assault when the going gets tough.

In OPERATIONAL ART, commitment is expressed as loss tolerance, with three levels depicted: minimize losses, limit losses, and ignore losses. In effect, each level represents a different threshold—the higher the threshold, the more likely the unit will stay in contact with the enemy and continue to fight.

Generally, lower quality units or units participating in multifactor attacks should have their loss-tolerance levels set fairly high to prevent them from prematurely breaking off an attack. Conversely, higher quality units are more likely to persevere in the face of heavy fighting, so



their loss-tolerance levels should be set fairly low.

On the other side of the coin, loss-tolerance levels also affect the defending forces, determining whether or not the defender will be able to retreat after combat. As a rule of thumb, defenders are more likely to disengage and withdraw if they are ordered to keep their losses to a minimum. If, however, they've been ordered to hold at all costs, then they're more likely to hang on, evaporating if forced to retreat.

Bear in mind that loss-tolerance levels will affect the duration of each round of combat. Generally, the more determined the attack, the longer the round. So, if you're hoping to conduct multiple rounds of combat during any given turn, you may be better off minimizing your losses, so that your forces may regroup and initiate a second or third attack later on that turn. Conversely, it can make sense to launch the most determined attacks toward the end of your turn, when time is no longer a critical

factor. Although you probably won't be able to exploit any successful attacks, the enemy may be forced to take up new defensive positions further to the rear, which may make it easier for your troops to breach the enemy line on the following turn.

In similar fashion, players may also adjust the defensive mode for each unit. For example, when a unit is ordered to dig in, they are attempting to create a more formidable defensive position that will (it's hoped) stave off

a determined enemy attack. Prepared defensive positions run the gamut from simple defensive measures (good protection) to entrenched positions (better) and finally fortified encampments (best). The effects may vary, depending upon the type of equipment assigned to the unit and the local terrain.

Generally, infantry-type units tend to benefit most from being dug in while mobile and armored type units gain little. Depending upon the attacking units, an

■ ABOUT TIME, MONTY In an effort to secure its right flank, the British 6th Airborne seizes Pegasus Bridge, northeast of Caen.

infantry unit occupying a fortified hex will be approximately two to four times stronger than if it were moving or conducting a mobile deployment. Interestingly, these effects are magnified the longer the unit continues to hold out. In fact, if the defender isn't forced to retreat during the first round of combat, then its strength, relative to the attacking force, tends to increase the longer the battle wears on.

In addition to digging in, you may elect to order a unit into tactical or local reserve. When fighting erupts, depending upon their reserve status and remaining movement allowance, these units will immediately attempt to support units under attack. Although they serve to stiffen the defense somewhat, these units arrive on scene as if they were conducting an attack from movement, in game terms the weakest possible deployment mode.

Since armored units are generally unable to take advantage of prepared positions the same way infantry do, it's best to place them



DEATH FROM ABOVE

Units of the 82nd Airborne Division land in relatively good order, then set about sealing off the Omaha beachhead. Some of the bridges are left intact to expedite the Allies' breakout.

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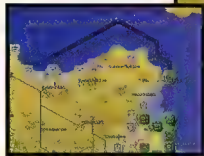
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■ WHERE'S PATTON'S ARMOR, THEN?

By the second turn, British forces have created a huge breach in the German lines and threaten to envelop Caen from the south and west.



■ **SAIL AWAY** Naval units can sail more than 200 hexes a turn, but they can never get full information on all the dozens of German units they spot.

behind the front lines in reserve. Their high movement allowance and lethal striking power should allow them to repulse all but the most stubborn attacks. Most importantly, reserves are treated as fresh reinforcements while units embroiled in the battle are considered to be fatigued, having undergone several rounds of combat.

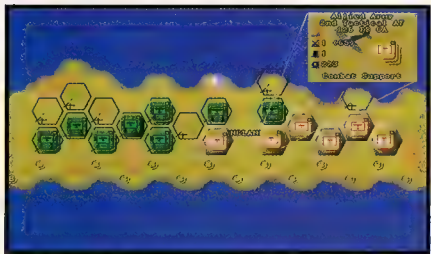
While the attack planner serves as a blow-up for each proposed attack, it also provides valuable insight concerning the dispositions of units; which units can participate in an attack; whether or not the attack will, in all likelihood, succeed; and an idea as to probable losses. The attack planner also graphically portrays the direction each unit will take in order to mount its assault. This is an especially important point to remember because

attacks mounted from multiple directions are generally more likely to succeed than simple frontal assaults.

On more specific terms, the attacker should deploy his forces in such a manner that they are attacking across an arc of more than 120 degrees. By doing so, the defender is more likely to retreat during the combat phase. When the opportunity presents itself, the attacker should attempt to engage the defender's artillery in a similar fashion. Defending artillery tend to suffer far heavier losses when attacked from multiple hexes than when attacked from just one or two directions.

The Red Ball Express

With the release of OPERATIONAL ART version 1.03 (available for free at www.talonssoft.com), supply determination has been completely overhauled, so that it now better reflects the inherent difficulties connected with resupplying isolated and overextended units. According to Koger, "All supplies are now distributed through a 'fully supplied' net that can only spread out from supply points over contiguous friendly controlled roads, railroads, anchorage, airfields, urban

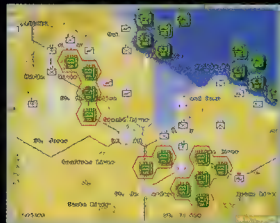


■ **TWELVE O'CLOCK HIGH** Unless quickly ordered to stand down, this air group will soon be forced to recuperate.

ONE IF BY LAND, TWO IF BY SEA

Amphibious invasions are perhaps one of the most difficult operations to properly execute since they entail the coordination of multiple services. Furthermore, the defenders are usually well dug in along the beach, bolstered by coastal artillery batteries and supported by tactical and strategic reserves.

Instead of launching an all-or-nothing frontal assault against the entire length of Omaha Beach, the attacker



has elected to spend the first impulse softening up the beach defenses with offshore naval gunfire. On the following impulse, the 29th Infantry Division (supported by the 2nd and 5th

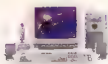
Rangers and tactical airpower) makes a daring amphibious attack against a lone German Kampfgruppe. Meanwhile, the 4th Infantry, earmarked for the Omaha landings, remains in reserve at sea.

Because they are invading from deep-water hexes, the attackers will suffer a severe attack penalty, their combined strength reduced by 30 percent. Since the assault is especially important, the attacker has temporarily chosen to ignore combat losses in order to establish a foothold on the continent. While his losses will be substantially higher, he nevertheless stands a much better chance of advancing inland. Should they fail in their bid to seize the beach, the assault force must immediately re-embark their landing vessels and wait until the next turn to attempt a similar landing at even worse odds. However, if they succeed in clearing the beach hex, the 4th Division can then land unopposed on the very next impulse. Once ashore, the 4th can then set about clearing the adjacent beach hex.

Note that when it attacks, the 4th will not incur the same attack penalty since it is now attacking over land instead of from the sea. Armored units, still deployed at various embarkation centers in England, can then be loaded up onto naval transports and put ashore on Normandy on the same turn, free to expand the beachhead.



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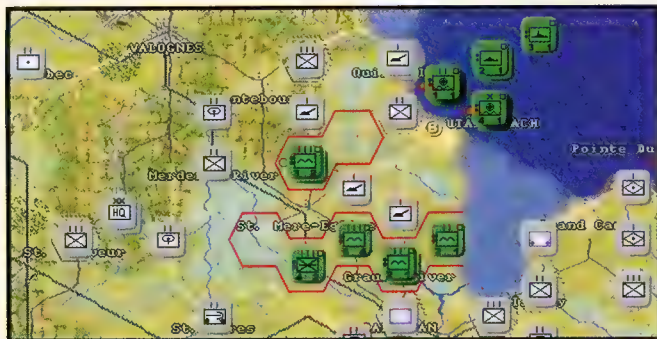
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■ **HIT THE BEACHES!** Still languishing aboard their landing craft, five U.S. infantry divisions and other supporting forces prepare to storm the beaches at Normandy.



■ **GERONIMO!** Elements of the 101st Airborne paratrooper behind the Utah beachhead and blow all nearby bridges, preventing German reinforcements from linking up with units at the front.

and open locations. Only units located on the fully supplied net draw the maximum available supplies. Units able to trace a line of communications no more than four locations long to any point on the fully supplied net now draw 2/3 supplies. All other units capable of tracing a line of communications of any length to a friendly supply point draw only 1/3 supplies."

Death From Above

With so many forces to shuttle about, it's easy to forget about your air support. Although airpower alone won't win the war, it can serve to neutralize the enemy's air forces, slow the arrival of enemy reinforcements, provide tactical ground support, and transport troops and supplies to critical sectors of the front.

At the start of a scenario, your fighter aircraft should be assigned to air superiority missions, so that they may engage their opposite number and gain control of the skies over the battlefield. It's never practical to order every airplane into the sky to seek out and destroy the enemy air force. Instead, let half of your air force rest while the balance set off on the mission. When they return on the following turn, rotate the assignments, placing your fresh units on air superiority missions while the remainder rest and reorganize.

CHERBOURG BOUND

It'll take more than a few Allied infantry divisions to break through these fortified German units.

In several scenarios, the enemy may be expecting reinforcements to help bolster their sagging defenses. Typically, reinforcements arrive along the map edges, far removed from the front lines. In these situations, have your tactical bombers fly interdiction missions to wear down the reinforcements. Once the enemy has received the bulk of his reinforcements, you can then reassign your tactical bombers to provide ground support.

Since air power functions in much the same way as artillery, it makes more sense to let them participate

Size Matters

While they are more susceptible to an enemy counterattack, smaller units, such as airborne units, are generally able to perform more functions than larger units. These units can carry out many more acts of sabotage (like bridge and rail demolition), can slow the arrival of enemy reinforcements—by blocking their route of advance—and they can even assist the invasion forces by outflanking the beach defenses.

However, you should take care not to abuse these specialized units. Once ground forces have relieved them, airborne forces should be withdrawn from the front, recombined with their larger parent unit, then used as a local reserve.

Often, airborne units can be shipped back to England, where they can participate in a second airdrop (keep in mind that reconstituted units may not conduct subsequent airdrops). Note, too, that when a unit is reconstituted, the unit's overall proficiency level will drop by approximately 12 percent, reflecting attrition losses in both men and materiel. Moreover, version 1.03 now imposes a delay on the arrival of reconstituted units, which can last anywhere from one to four weeks.

The best way to master THE OPERATIONAL ART OF WAR is to put these principles into practice. So, check your gear, don't bunch up, and I'll see you on the beach! ■



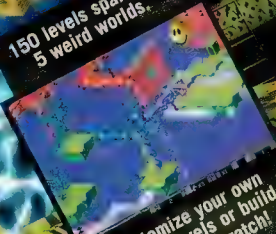
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...Only Some

Commandos

Are More

Versatile

Than Others

Behind Enemy

Lines



■ **HINDSIGHT IS 20/20** It's a good idea to survey the area before making a move. You never know when your men could be spotted.

While **COMMANDOS: BEHIND ENEMY LINES** might look like your typical real-time strategy game, it actually requires you to develop, implement and execute an intricate plan of action in order to succeed. And, while the completion of each mission is certainly of paramount importance, so too is the welfare of the troops under your

command, for the loss of even a single commando will bring the whole operation to an untimely end.

Bear in mind that although your squad is well equipped, highly motivated, and supremely confident, they're nevertheless outnumbered by vastly superior enemy forces. Therefore, your men should do whatever they can to avoid prolonged firefights with the enemy, relying instead upon patience, stealth,

KNOW YOUR ENEMY

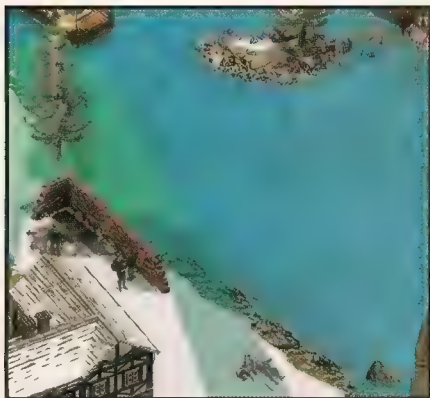
The enemy's forces can generally be broken down into several categories: sentries, snail and large foot patrols, patrol craft, manned gun emplacements, and reserves. Sentries are typically the easiest to eliminate. In most situations, you can usually sneak your Green Beret up and behind the sentry, then take him out with a single knife thrust. However, even sentries pose problems. For instance, it's never a good idea to

leave a dead sentry lying around near a guard post because enemy foot patrols will eventually stumble upon the body and sound the alarm. Once the alarm has been sounded, it's just a

matter of time before even more armed guards will appear and begin beating the bush looking for your compatriots.

Foot patrols come in two forms: lone





■ **RIVERBOAT GAMBLER** Gunboats guard most estuaries, and engine noises are a dead giveaway that one is approaching.

and surprise to fulfill their mission goals.

Know Everyone's Limitations

It's always a good policy to first check each enemy soldier's visual range before your troops proceed. While it may appear as if the enemy is unable to observe certain areas, don't be lulled into thinking they are completely blind. Many of the enemy's forces will continually move about during a scenario, and their visual range continually changes in accordance with their facing and location.

To find out what an enemy soldier or occupied vehicle can and cannot see, simply click on it while pressing the **Shift** key. Immediately, a green arc will appear, showing the unit's current visual range.

Sound plays an equally critical role in COMMANDOS.

Often, your men may be able to hear something approaching, such as a gunboat or tank, but not be able to see it. The best thing to do is to have the men immediately seek cover, then wait for the soldiers or vehicle to pass by. Chances are, these enemy units are making routine patrols of the area, and will likely return within a matter of a few moments. It makes sense to make a mental note of how long it takes for them to return, thereby reducing the likelihood that they'll spot your squad, especially if it is trying to cross open terrain.

In some situations, it may appear as if your forces aren't properly equipped to complete the mission at hand. While additional supplies may be airdropped, never be afraid to use equipment or supplies from the Germans. You can even use the

KNOW YOUR MEN

Each commando is generally able to perform some functions well, such as sniping or demolition work, but must defer to other squad members to conduct other facets of the operation. Following are the best uses for each commando:

Tiny, the Green Beret

Tiny is versatile and generally available for most missions. He's especially good with a knife, making him the perfect candidate to sneak up behind and eliminate sentries or lone enemy guards patrolling the grounds. When the opportunity arises, he should instead plant a decoy, hide nearby, then switch it on, luring any enemy soldiers that are within earshot to the decoy. When the



soldier reaches the decoy, Tiny can then jump up and eliminate the soldier with his knife, although it's always a good idea to make sure no other guards are around to watch his handiwork.

Since he's the strongest member of the team,

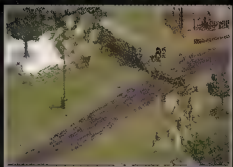
Tiny should also be used to pick up and transport dead enemy soldiers to less trafficked areas, placing the bodies in enclaves where they won't be found by other enemy soldiers. In some instances, Tiny can even stuff their bodies into barrels, an especially useful tactic if there aren't any hiding spots within the immediate vicinity.

Tiny can swing a pickaxe or shovel better than anyone else, and he can scale just about any wall. Since this also means that Tiny is usually the first man to encounter any local opposition, he should be ready to strike with his knife the minute he crests the top. Finally, Tiny can use his shovel to dig a hole in which to hide. When the enemy approaches, he can quickly stand up and take the soldier by surprise. When Tiny is hidden, he is incapable of activating the decoy.



guards and large patrols. Both types are always on the lookout for any signs of enemy intrusion, checking for fresh footprints in the snow, for ruts drawn up on the river bank, for gear left behind, and, if they're really observant, for your commandos.

It goes without saying that a lone guard is much easier to eliminate than an entire foot patrol. A lone guard can be lured into



a trap, preferably in an area where he can be jumped, but not seen by any of his nearby *kamraden*. One foolproof method is to position a decoy in or near the guard's regular path, making sure the guard doesn't spot the noisemaker as it's being placed. When he returns, have the Green Beret switch on the decoy. The guard will surely investigate the source of the disturbance at which time

you can have the Green Beret jump him. Another method is to just shoot the guard outright from long range with your sniper. Since the sniper rifle is a silent weapon, you can execute a takedown without alerting any nearby guards. The problem, however, is that the sniper usually has a limited supply of ammunition. As a result, it's best to use the sniper only for long range shots, when other members in your party may not be able to sneak up on the subject in question.

Squad-sized foot patrols are obviously much more difficult to eliminate than lone guards.

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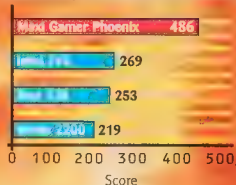
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Fins, the Marine

After inflating his raft, Fins can transport other members of the team across rivers or large bodies of water. In some instances, however, it makes more sense to send one commando to accomplish something, instead of risking the whole team to enemy fire. Rather than deploying the raft, Fins can instead don his scuba gear and swim underwater. When he nears the shoreline, he can then pop up, use his spear gun on any nearby subjects, then quickly dive back down without exposing himself to return fire.



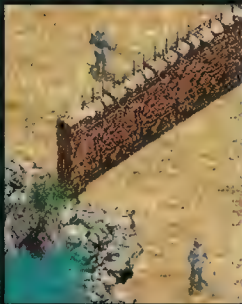
Although the spear gun is a deadly and silent killer, its relatively slow rate of fire and short range means that it's oftentimes a less effective firearm than a pistol, especially if the Marine needs to eliminate more than one enemy soldier in quick succession. Like Tiny, Fins is especially good with a knife and should

therefore be kept toward the front of the pack, where he can assist Tiny in the disposal of enemy sentries.

Duke, the Sniper

As his name implies, Duke is an expert marksman, adept at long-range sniping. He can take out targets from extremely long range with a single shot and is therefore the ideal candidate to take out sentries from afar or guards posted on walls.

Unfortunately, Duke doesn't carry many bullets with him. What's more, he doesn't carry a knife, and must instead rely upon his pistol for short-range work. So, unless there are no other options available, keep Duke in the rear of the pack, safely out of harm's way. Remember too, that Duke may be doubling as the team medic should either the Driver or the Spy not be on the mission.



RANKS (LOW TO HIGH)

- Lance-Corporal
- Sergeant
- Quartermaster
- Lieutenant
- Captain
- Major
- Colonel
- Brigadier
- General
- Field Marshal

enemy's explosives, should your sapper run out of bombs

Finally, don't hesitate to commandeer enemy vehicles to make good on your get-

away. In fact, on some missions, that's the only way your units will be able to exit the map. Just make sure the driver is in the vehicle, ready to put the pedal to the metal

Officer's Country

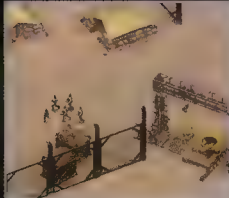
You may be wondering how gold stars are awarded at the conclusion of a mission, and how the system determines whether you're ready for a promotion. To begin with, there are two variables that are taken into consideration to determine the player's rank: points scored and the time it took to complete the mission.

At the start of a mission, you begin with a total of 60 points. Each time a member of your squad is injured, the



■ **GETAWAY CAR** Don't be afraid to use enemy vehicles to make your escape.

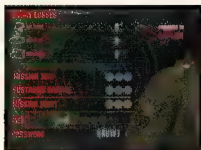
Typically, the leader is equipped with a pistol while the accompanying *soldaten* carry much more lethal submachine guns. Again, there



are several ways to deal with the enemy. Since the driver is armed with a submachine gun, you can try to let him take out the entire enemy squad with a couple of well-aimed bursts. Chances are the driver will be hit by return fire, perhaps getting killed in the process, so this may not represent the best way of handling the situation.



A better way to deal with enemy foot patrols is to employ the sapper. Have him lob a grenade at the foot patrol as soon as it moves within throwing range. The grenade has a much greater range than the submachine gun and can even be tossed over intervening obstacles. Bear in mind, however, that any nearby enemy soldiers will hear the blast and sound the alarm.



NO DEMERITS

ALLOWED You must hold the rank of a Captain or higher to access the last mission.

individual commando not only loses health but also causes you to lose points. If you manage to score between 50 and 60 points, then you earn three silver stars; between 40 and 50, two silver stars; between 30 and 40, one star; and below 30 points, you get nothing.

You earn three silver stars by meeting objectives relatively quickly. If you exceed the pre-ordained time limit by 20 percent, then you earn two stars; by 40 percent, you earn one star; and if you take even longer, you receive no medals.

Afterward, both medal scores are combined and averaged to determine the mission merit. For example, earning two silver stars for damage, and two silver stars for time management equals one gold star. Every time you earn 10 gold stars, you advance by one rank. Rank matters, because your character must at least hold the rank of captain in order to play the last mission. ■

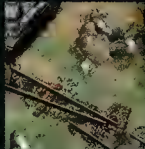
Make sure to check out the >mode section in this issue for COMMANDOS chests and additional tips!

The Driver

The driver is one of the most useful, all-purpose members of the squad, and is able to perform a wide variety of duties. While he is the only member of the team that can operate captured enemy vehicles, he can also man abandoned enemy gun emplacements, such as machine-gun nests and cannon. As a result, the Driver is the ideal candi-



date to provide covering fire for the other team members, and is often used to effect the team's getaway. Remember that the driver can handle the submachine gun better than anyone else, and he should therefore be used to eliminate large enemy foot patrols or reinforcements streaming out of buildings. The driver also doubles as the team medic able to administer drugs to any wounded commandos. Therefore, unless he's needed to man a heavy weapon or operate a vehicle, the driver should be kept toward the rear of the pack, where the rest of the squad can protect him.

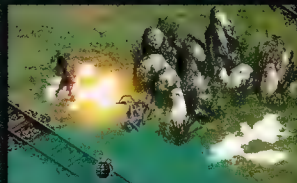


else in the squad, so he's the perfect man if the team runs into a large enemy foot patrol.

Spooky, the Spy

Although Spooky is available for less than half of the missions, his worth is incalculable due to his ability to speak German fluently. Have Spooky change into an SS officer's uniform and infiltrate an enemy encampment, moving about amongst the German troops with impunity. Generally, you can find German uniforms on clotheslines in and around the enemy's camp. Just remember to have him switch uniforms before setting foot in the enemy's base!

While Spooky is good with a handgun, his main weapon of choice is a bottle of poison (he administers the poison with a small syringe). Spooky can slip past a guard or an officer, inject him



with a lethal dose, then dispose of the body. Spooky can also distract the enemy, allowing other members of the squad to slip unnoticed past the guards. This is a useful technique whenever there are a great many enemy soldiers milling about, and there's no place to hide their bodies.



Inferno, the Sapper

Our demolition expert is schooled in the use of various explosives, booby traps and infiltration techniques. If something requires blowing up, you can bet that Inferno is the best man for the job.

While Inferno has been trained to handle explosives, such as time bombs and remote-controlled bombs, he's also good at close-range killing, especially if the team must engage numerous enemy soldiers at once. Inferno can toss a grenade better than anyone

An alternative method is to have the sapper place a trap near a decoy. As soon as the decoy is switched on, the foot patrol

will immediately head toward the disturbance. With a little luck, the trap will kill one member of the foot patrol; if you're lucky, it will be one of the guards. The sapper can then engage the remaining



soldaten on better terms, pick up his trap, then repeat the process if enemy reinforcements approach.

Whenever possible, try to avoid occupied enemy vehicles, such as tanks or gunboats. It's much better to wait until they pass on by before you make your move. Your troops are ill equipped to fight

these heavily armed vehicles, unless the driver can somehow manage to man one of the enemy's gun emplacements.

Keep an eye out for any building flying a German flag (see screenshot). These buildings are always occupied by strong enemy reserves, which will pour out and engage your men at the first sign of trouble. Try sneaking your sapper up to and alongside the building without being seen. Next, have him place a timed charge at the base of the building, set to go off a few seconds later. The blast will likely kill all of the building's occupants and the sapper as well, unless you manage to spirit him off to a safe hiding spot.

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CAESAR III

What animal are the invaders using in the combat shot on the back of the box?



- A) Horses
- B) Camels
- C) Dragons
- D) Mules



LORDS OF MAGIC Special Edition

There are eight new super creatures in Lords of Magic - Special Edition. One of them is a legendary knight. Can you name him?



- A) Sir Jagger
- B) Sir Lancelot
- C) Sir Galahad
- D) The Black Knight



Total Air War

What is the 9-meter disk on the top of an E3 AWACS plane called?



ocean
ENTERTAINMENT

- (A) Rotodome
- (B) ECM Dish
- (C) Frisbee
- (D) Radar Discus

F-16 Multirole Fighter

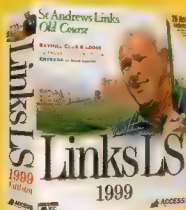
Novalogic's F-16 MULTIROLE FIGHTER was actually flight tested and approved by:



NOVALOGIC

- A. NASA
- B. Boeing
- C. USAF
- D. Lockheed-Martin

Links LS 1999



ACCESS
ENTERTAINMENT

According to the back of the LINKS LS 1999 EDITION box, "Comparing LINKS LS to the other golf simulations out there is like the American Space Program compared to the:

- A) Australian Program
- B) Swiss Program
- C) Jamaican Program
- D) Ethiopian Program

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(A) (B) (C) (D)

Lords of Magic

(A) (B) (C) (D)

Total Air War

(A) (B) (C) (D)

F-16 Multirole Fighter

(A) (B) (C) (D)

Links LS 1999

(A) (B) (C) (D)

What to Do With Games Better Left Unsold

We understand how it

is. You've read a couple of bad reviews, and even heard from a friend you normally trust that DERSHES OF DIABOLICAL DESTRUCTION really isn't worth your time. But it's the first use of Technoslime 3D® in a third-person action/adventure/RPG/puzzle game—and it has strategy elements to boot. And besides, the movie that the game's based on wasn't that bad. So you plunk down your 50 bucks and even buy a new Wheel of Chaos® joystick to get the most out of your character's Whirling Dervish

“

The following tips are our gift to you, so that you might at least finish the sorry games...and get on with your life.

”

Kick™ After downloading the third patch and reinstalling Windows 95, you're ready to go.

And the game blows. Big chunks. Of your hard-earned moolah.

What can you do? Well, given the lame return policies of most retail establishments, you're likely stuck with this waste of cardboard, glue, and polymers. We hope you aren't foisting this off on a friend, and we assume that you already have a C-64/Amiga/Apple II to use as a doortop. The following tips, then, are our gift to you, so that you might at least finish the sorry games in your collection and get on with your life.

Beast Wars: Transformers

As a powerful polygonal dinosaur, you move about crushing automobiles, buildings, and insignificant scurrying antlike creatures beneath your feet...whoops! Wrong game! It really doesn't matter which beast you change into, because they are all wimps, and are defenseless against death rays from above. Hide somewhere, and maybe you'll live long enough to play some more.

The autosave feature in BEAST WARS is even lazier than in most console-to-PC conversions. Make sure to save your



Dominion

To win this frenetic sci-fi Clone & Conquer, you could down two gallons of Jolt cola and a bag of chocolate espresso beans. Instead, during play.

- 1) Hit Enter
- 2) Type in one of the codes below
- 3) Hit Enter again

combustion Kills enemy units
infrared Reveals map
lushee Increases resources

Wargames

All kidding aside, you want to have Norton Antivirus (or your favorite medicinal application) active when you install (there is a virus in some versions of the game). After your computer is out of danger, try these cheat codes:

beer Decreased enemy speed
bigsofy Decreased enemy armor
caching \$10,000 added to resources
coffee Increased speed
donkeys Shoots jets instead of missiles
eyeofgod Enables extra zoom level on lower-end machines
gimmiegunmie Build anything without a command center or complex
hermes Faster unit ordering
mornin'after Full map
mrmmuscle Increased armor
shaft Increased firepower
shank Decreased enemy firepower
unclejohn God mode

game after every episode or when you die, you'll have to replay all of the levels since your last save.

Rockfalls aren't invincible (unless you're in beast mode). Just make sure to get a red weapon power-up before attempting to clear the rockfall.

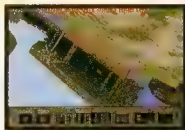
While it seems that you choose your Transformer based on little else than looks, you should select one with higher energon resistance, especially when you are just learning the game.



Nam

- Save early, save often. You're going to die a lot. Get used to it.
- Never approach a location over open ground.
- Most radio messages warn of an impending attack.
- The sound of people speaking in Vietnamese is always a bad sign.
- Don't try to kill everything in sight.

■ The VC computer opponents aren't very bright; let them come to you, then pick them off one at a time as they come into your field of fire.



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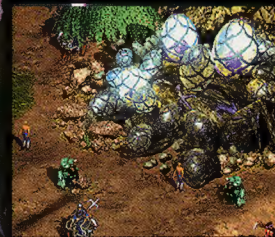
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